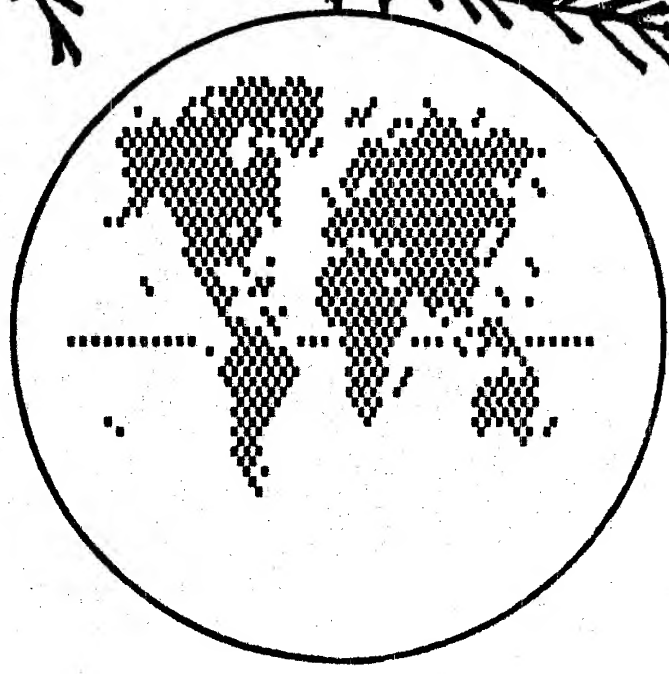




DIPLOMACY WORLD

Winter 1987



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DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subscriptions within the United States are \$12.00 per year (4 issues), including first class mail. Single copy price is \$4.00. In Canada subscriptions are US\$14.00 per year (4 issues), including first class mail. Overseas subscriptions are US\$16.00 (4 issues), surface mail and US\$32 (4 issues), air mail. All prices are in US dollars and exclusive of any bank or currency charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to: Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102, USA. Allow 6-10 weeks for arrival of all orders. Materials for the magazine should be sent to Larry Peery, address above. We can usually be reached by telephone during the a.m. hours, Monday through Friday, and on Sundays at 619-295-6248.

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Diplomacy World was founded in 1974 by Walter Buchanan as a service to the Diplomacy hobby at large and as a publication of record for hobby statistics and other data. DW is dedicated to the goals of covering the entire spectrum of the hobby fairly and to printing the best original materials on the game and hobby which are available. DW is an IDS publication.

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INTRODUCTION

Early last year I decided to do an issue of DW devoted to the theme of "world Diplomacy" with the major articles to be written by and about the world-wide Diplomacy hobby. So what we have for you this time is another one of those special theme issues that some of you love—and some of you love to hate!

The first response to my idea was promising but not over-whelming, but by the end of last year the trickle of materials for this issue had become a flood. Three articles arrived on December 30 and 1, by satellite, arrived on the 31st and they kept right on coming up until the final deadline; which is why some items are not listed in the Table of Contents.

From Canada, Britain, Ireland, Norway, Holland, Belgium, France, West Germany, Israel, Australia, and Papau/New Guinea they came. Long and short, serious and humorous; strategy, tactics, diplomacy, con reports, personal accounts of overseas experiences, tournament results, poll results, and all the rest of it. If you didn't look at the proper nouns you'd think it happened in Little Rock.

We've even included some articles about the American hobby, as others see us, and contributions from two of the best known American hobby members, Rod Walker and Gary Coughlan. In fact, the roster of contributors to this issue reads like a "who's who" of the international hobby. From one and all the message was the same, peace and friendship among Diplomacy players of the world. Not a bad idea, don't you think?

So, if you enjoy this international menu I hope you'll take a few minutes and write a note and ask for a sample from one of these overseas hobby members. Who knows, as Gary says, you might make a new friend over there.

DIPCON 1988.....Great Britain

DIPCON. In Britain? Yes, you read that right. Here are a few reasons why.

You could make a vacation of it. Just come over for the convention and then spend two weeks touring all the parts of Britain you've always wanted to see.

Malcolm Smith, an Englishman, won the 1986 Dipcon Tournament in Virginia.

Are you Americans too chicken to win back the crown on our turf?

While you're over we promise not to make any jokes about hobby f**ding.

While you visit you swear not to mention Britain's current economic performance.

British cons often feature fun events like quizzes, darts, all-night poker games, and five-a-side American football tournaments.

Why not?

DIPCON in Britain could be one of the most memorable DIPCONs ever. The committee of Manorcon, the largest annual British convention is very interested in hosting the event. In fact, they are already rebooking the venue for 1988, before finalising the details for 1987!

The name of the con derives from the fact that it is held in a former manor house which has been converted into student accomodations by Birmingham University. The manor itself is an old, rambling building containing a couple of large halls ideal for mass gaming. The grounds include gardens, a lake and several small sports pitches which serve as excellent venues for the five-a-side soccer and American football competitions. Accomodations are to be found in the recently built student rooms next to the manor, although in the past one attendee has saved money by pitching his tent on the lawn!

Manorcon offers a well-organized event at a venue of convenience and character. Of all the British conventions I've attended, Manorcon has been the most enjoyable. Given the opportunity, it could host one of the most memorable DIPCONs ever. Britain in '88!

Simon Billerness

This special issue of DW is a one time shot in the arm designed to increase the awareness of American Diplomacy hobby members about the overseas hobby. However, we hope it not mark the end of our coverage of the overseas hobby. In fact, if you read the news items and announcements scattered through this issue you will see that we are planning further and continuing coverage of the overseas hobby.

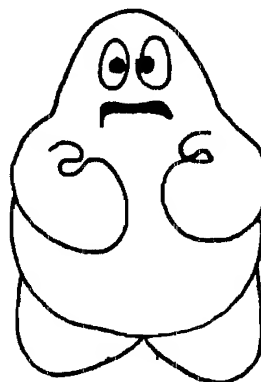
From simulpublication of DW in Australia, to regional editors and correspondents in Europe and Asia, to an international Demo Game in Dw, to Radio DW, we hope to bring the overseas hobbies closer to us or, if you like, US.

But communication isn't a one way process. Overseas hobby members have responded to my invitation to share their experiences with you. Now it is up to you to share yours with them. There are many ways you can do this: start reading some of the overseas pubs; they're as good as our best; try your hand in an overseas PBM game; consider attending a con in Europe; try some of the popular non-Dip games they offer; or even send off an article to one of the zines listed in this issue.

It's time to put the World back into our Diplomacy.

PDORA TIME

Don't forget to participate in the PDORA!



WHEN I WANT YOUR OPINION
I'LL BEAT IT OUT OF YOU!

DIPPY DOODLES * JR

LETTERS TO THE EDITORAvalon Hill Responds!

This is in response to Steve Cooley's fairly perceptive letter-to-the-editor published in DW #44.

Your comment following is pretty much on the mark. So I'll be brief in my reply.

First off - the looks of the contents, anchors, 3-piece mapboard, etc.; that Steve has objections to has very little to do with whether or not the game sells. Store managers know one thing; demand. If there is enough demand at retail level, the game will get stocked. Simple as that. If the game is fun to play, there should be a ground swell of demand at retail. Most of the success stories were not due to advertising; they resulted from people simply clamoring for the product.

We could do slightly better in sales if we changed the package design to one showing a happy family with cute kids gathered around the old family supper table shouting in glee over sinking an Italian "anchor."

Think of how many games would come back from unhappy and disillusioned families in possession of a game way over their dice and run mindset.

Steve does have a nice suggestion in promoting a 30th anniversary edition. Basically, however, the "responsibility" for future expansion of sales has to rest with Diplomacy affectionadoes themselves. Enough of you get the word out and make themselves seem like ten-fold your number, retail game buyers will respond. Trivial Pursuit and Uno are games that swept the country without benefit of advertising. Why not Diplomacy?

Incidentally, they make great gifts so permit my final words to be a commercial message, remember, "to play Diplomacy is an exhilarating challenge; to give one a subtle compliment."

Thomas N. Shaw
Executive Vice President,
The Avalon Hill Game Company

Sending Coals To Newcastle...

Dear Mr. Walker:

I read your articles in the Avalon Hill General for a couple of years and without ever having played Diplomacy acquired quite a feel for the game. Now that I have purchased a copy of the game, I am completely hooked and within the space of a month have already played four games!

However, I am trying to find more and varied opponents, but am at a loss who to contact regarding postal games. I do not know of any wargame clubs in my area and would thus be greatly obliged if you could furnish me with the names and addresses of any useful contacts in England whom I could get in touch with regarding postal games. I hope this will not be too much trouble for you.

Russell Jones

61, Wellington Rd. Harch
End, Pinner, Middx. HA5
4NF, United Kingdom

(The following letter was sent to Tom Shaw at Avalon Hill, who passed it on to Ken Peel, who passed it on to me. I'm sending the gentleman a copy of this issue of DW and I hope some of you European publishers will send him (and Mr. Jones) a copy of your publications.)

Gentlemen:

I'm a student about to graduate in Architecture and I've read the Nicholas Palmer discussion of strategy simulation. I was surprised to read about the game Diplomacy being played by mail. I don't know how and with whom I can play it. Is it possible for me to find out more information about this? It's a pity that I don't have the Avalon Hill version, but an Italian version by Editrice Mondadori, because I don't know if the rules and abbreviations are the same.

Please be so kind as to help me with this problem.

Carlo Miani
via Longhin #1, 31100, Treviso, Italy.

A WORD ABOUT DIPLOMACY WORLD

Many of you, especially those of you overseas, may not be familiar with DIPLOMACY WORLD, or DW as it is almost universally known. DW was founded some fourteen years ago to serve the entire Diplomacy playing hobby as a flagship publication, e.g. to provide news, information, and a permanent record by, of, and for the Diplomacy family. For the last thirteen years the Diplomacy playing hobby for DW has consisted almost entirely of the North American hobby. With the publication of this issue that changes, the Diplomacy World is now the entire world because of the world of Diplomacy is, quite literally, a world-wide one.

In addition to DW we offer a variety of other Diplomacy related publications, many of which may be of interest to you, regardless of where you are in the hobby, either physically or experientially. Among them:

Back Issues of DW: Numbers 21, 22, 23, 24, 29, 30, 34, 35, 36, 37, 38, 40, 41.5, and 43 are available for US\$4.00 each.

The Reprint Series (1986 edition): Includes reprints of all previously published issues of DW through number 43, containing some 500 articles by over 200 different authors and nearly 2,000 pages. US\$90.00 in North America; add US\$20.00 for surface mail or US\$45.00 for airmail overseas.

The Diplomacy World Anthology, Vol. I: A collection of the best articles from the first 39 issues of DW, as selected by past publishers & editors. Includes all types of articles and three complete variant games. Quality binding, cover, and over-sized paper used throughout. US\$10.00.

The Black and Blue Book (1986-1987 edition): Includes a listing of some 1,400 Diplomacy players, publications, services, organizations, projects, conventions, tournaments, etc. and more for all of North America. Over 120 pages of useful Diplomacy information in a compact, easy-to-use format. US\$6.00.

Index and Menu Diplomacy World: A three part index of the first 39 issues of DW arranged by subject, author, and issue. An invaluable resource for finding materials in the magazine. US\$2.00.

NOTE: ADD 20% TO THE TOTAL OF ALL ORDERS FOR OVERSEAS SURFACE POSTAGE or 50% FOR AIRMAIL POSTAGE CHARGES. Charges do not include any bank or currency exchange charges. We encourage you to use the ISE to avoid such charges (see details elsewhere in this issue).

Like most magazines, subscription charges do not pay all the expenses involved in producing DW. We depend on the sale of our other publications to help reduce (although not eliminate) some of the additional expenses of putting out DW. For instance, it cost almost US\$100 in pre-production expenses just to get this issue of DW ready. While we don't expect DW to make a profit, we do hope to keep our deficit to a minimum. Your support makes it possible for us to improve and increase the various services we provide to the Diplomacy hobby. Without that support there are severe limits on what we can do. With it we can do almost anything we wish.



"It grabs and holds the consumer's attention but what the hell's it advertising?"

THE STABBING OF THE FREE WORLD

(How Diplomacy Spread Outside America)

Rod Walker

Diplomacy began in the United States. It was played in the White House during the Kennedy years, I understand, and perhaps during other administrations. Ronald Reagan is supposedly pretty good at it (so long as he doesn't get up to more than 4 units; after that, he turns the position over to a task force). Anyway: sooner or later, it was inevitable that other countries would become infected too and so, like the Hong Kong flu or African killer bees, Diplomacy eventually began its spread. This came to be known as the Decline of the West.

The first country hit was Canada. And no wonder: they haven't even put up so much as a fence on the border. The first Canadian player was Derek Nelson, a deadly opponent in his time, who joined one of the earliest postal Diplomacy games, 1964A in Graustark. Another Canadian, John McCallum, joined 1964B in Fredonia. The third, Paul Harley, joined 1964D in Trantor. One odd thing about the Canadian players is that so many of them were very good; most of them, in fact. Paul Harley therefore stands out as an exception, since he was so uniformly bad. Paul's playing style was to write nobody, attack everybody, and disappear after 1903. Striking!

The first Canadian 'zine was, like the game itself, an import. Brobdingnag had started life in 1964 under Dick Schultz of Michigan, one of the United States bordering on Canada. When Dick could no longer continue the 'zine he transferred the 'zine to John McCallum of Alberta in Canada in October 1965. Brobdingnag remained Canada's only Dipzine for a long time, until the appearance of the shortlived Jutland Jollies in the latter part of 1967. Although John McCallum did publish other 'zines (Acelanda, SerenDip, Vimy Victors), no other Canadian 'zine was founded in the 1960s. But, by the end of the decade Diplomacy had stabbed its way into hearts, or backs, outside this hemisphere.

The first Diplomacy players outside the Americas were U.S. servicemen overseas. My own Erehwon, which had been founded in exile in Illinois, spent a year (1966/1967) being published just outside Ankara, Turkey (which was not, gentle readers, the capital of Turkey during the era of Our Game). (Only in 1969 did we return to our native California, after spending more years of exile in Illinois.) But the first continent to get slimed wasn't Europe, as you might imagine, nor yet Asia, but Africa!

The first trans Atlantic Dipfan was Bernie Ackerman of South Africa, whose letters were appearing in Diplomania by 1966. Bernie later published a 'zine for a short while, but finally dropped out of the hobby. But once the Atlantic barrier was breached, it was all downhill from there.

Presumably the Limeys were still facing east, expecting Hitler or Stalin or whatever to make a try for the Channel. Pity. Instead, they got Diplomacy. In 1970, Don Turnbull founded the British branch of the hobby with Albion, a fine 'zine which continued for a few years. Now, of course, there are oodles of 'zines in the British Isles, possibly more than in the Americas. The English hobby nowadays, unlike that in the U.S., is mostly run by people who can write the language. This is also true of the Canadians. The English also have very strange gaming conventions (such as making you write your Winter adjustments before you know what the Fall moves were), which are no doubt charming, but make their games essentially variants. The English also have their own game set, which features a board full of pinks, lavenders, oranges, and other pop art colors. We Americans used to laugh at the cheapo

plastic pieces they were forced to play with. Then along came Avalon Hill....

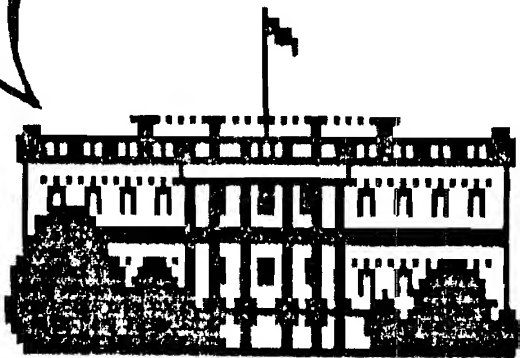
Anyway, once England fell, the continent could not be far behind. The early 1970s were peppered with conquests. Belgium capitulated with Michel Feron's Moeshoeshoe. Switzerland was conquered with Walter Luc Haas' Bumm (trust the continentals to concentrate on the naughty bits). 'Zines and players sprang up in France, The Netherlands, Italy, and elsewhere. Dipfans surfaced behind the Iron Curtain. Dipfans infested Australia. Rumors of Dipfans in Ecuador and Brazil circulated about the hobby. Soon no place on earth would be safe. We announced the extent of the pollution as early as 1974, when we first published DIPLOMACY WORLD.

And now Diplomacy World is devoting a special issue to the world of Diplomacy. I've offered here just a brief survey of how Diplomacy began its planetary odyssey. Later on you're going to read more about it. It bears out all our early good feelings about the game, the perception that it was a classic, that almost thirty years after its first manufacture, it's still going strong, and on a global scale. It's even the one wargame which attracts women in any numbers. Not only that but...

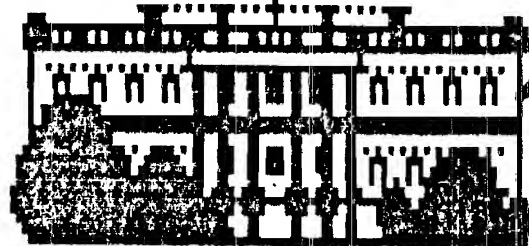
What?

Say that again, Larry....Some little green men just bought a Diplomacy set at Game Towne? Well, there you are. Nobody's immune. It'll spread everywhere. It's the Game That Can't Be Killed!! (Hollywood scriptwriters please copy. And send contract.)

"That's right, Col. North;
Army Iraq-Iran,
Army Iran-Iraq, and
Fleet Nicaragua to the Bay of Pigs."



"But Admiral, Nancy promised Ron...
...that we'd have the boys home...
...in time for the Oscars..."



A BRIT IN AMERICA LOOKS AT AMERICANS AND BRITS LOOKING AT EACH OTHER

Simon Billenness

I suppose I'm in a unique position to compare the North American and British amateur postal gaming hobbies. After spending two years publishing the British 'zine directory, Twenty Years On, I moved to New York and took over its American counterpart, The Zine Register.

After having received millions of magazines (well, actually only two or three every day), I reckon I have a pretty good feel for each hobby. If anyone is thinking of sampling the other hobby across the Atlantic, here's a brief comparison so that you will know what to expect.

It's surprising to discover that the North American hobby is smaller than the British hobby alone! This is doubly shocking when you consider that the North American hobby had an eight year lead start. It is quite astounding when you realize that the population of Britain is only a fifth of that of the United States, alone. The difference is only slight though. I estimate (roughly) that Britain boasts about five more Diplomacy game starts a year and ten more magazines.

What the North American hobby may lack in size, it more than makes up for with sheer intensity. British gamers seem more relaxed. The British hobby has had no formal organization or even any kind of DW style flagship publication for many years. When we produced "Greatest Tips," our novice editors' package, a few years ago, it was a leisurely publication of only twenty pages. By contrast, the general British reaction to the colossal two hundred page "Once Upon a Deadline" has been one of admiration and stunned disbelief. The sheer energy and commitment of North Americans like Bruce Linsey, Larry Peery, Conrad von Metzke, and Melinda Ann Holley is quite alien to the British hobby. I enjoy this freneticism you find over here. However, it is also true that several Americans (no names, no packdrill) have taken the hobby too seriously, leading to feuds and bad feeling. Fortunately, most of that is now in the past. Now that the American hobby's vast potential energy is starting to be used to recruit new postal players, maybe the U.S. will regain its former dominance.

Perhaps part of the cause of the friction within the North American hobby is due to the fact that the people involved are more diverse. In Britain the hobby is remarkably homogeneous, if not to say unintentionally elitist. Virtually every magazine editor in Britain is white, male, middle class, and university educated. The North American hobby, by contrast, seems more open. For example, while the British hobby still has yet to produce a female editor, women in America have a proud tradition of producing such magazines as Kathy's Korner, Cathy's Ramblings, The Diplomatic Rag, and Rebel, as well as providing a Boardman Number Custodian in the person of Kathy Byrne (Editor's Note: Simon neglected to mention that Kathy is also considered by many to be one of the best, if not the best player, in North America.).

The variety in the British hobby is not so much found in the people but in the games. For starters, Diplomacy is played differently. Few gamesmasters use stand bys, making countries fall into anarchy if players drop out. No British gamesmaster I know of takes builds and retreats with spring orders. Instead players provide conditional winter orders

with their fall (or should I say autumn) moves. Aside from Diplomacy British hobbyists are well known for their willingness to play a greater variety of games by post. There are several British magazines which run non Diplomacy games, though, unlike their more esoteric American counterparts (The Buzzard's Breath, Touche, Trax, Thump and Grunt); they are firmly part of the mainstream of the hobby. For instance, the pioneering games 'zine, Hopscotch, won the British Zine Poll in 1984, even though it had only ever run one game of Dip!

British invented boardgames like Sopwith, 1829, and Railway Rivals have large followings. In fact, with the steady growth of Railway Rivals gamestarts (up to 88 in 1985), Diplomacy might even lose its claim to the title of most played British postal game in the 1990s. If playing other boardgames isn't enough, British hobbyists have even invented several purely postal games like United!, a soccer management game, it's twin Cricketboss, and now Touchdown! (would you believe) a postal American football management game. Although Diplomacy still predominates, the British hobby has significantly diversified into other postal games.

With such a variety at home, British editors and subscribers (with the extremely notable exception of Malcolm Smith) seem reluctant to sample magazines from abroad. The British hobby is far more close knit than its US cousin. Some editors are downright isolationist. There is the famous example of Richard Downes, who never wrote to people abroad because he couldn't "be bothered to buy the stamps." Fortunately, people like this are rare. More recently the fast growing preoccupation with the National Football League, aided by regular coverage of it on British television, has stimulated interest in all things American, including the Diplomacy hobby. Similarly, with the growth of Public Broadcasting System channels in the USA showing all kinds of British programmes, American fascination with all things English has grown also. I find this very encouraging, though I am worried in case British hobbyists assume that all Americans are sports fans and Americans expect British gamers to be just like characters out of "Masterpiece Theater."

I hope this issue of Diplomacy World stimulates the growing trans Atlantic links between the North American and British hobbies. The North American hobby has a vast wealth of experience and enthusiasm; while the British hobby is a veritable hive of innovation. I reckon there's a lot we can learn from each other.

DON'T FORGET

DIPCON XIX

June, 1987

MADISON, WISCONSIN



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Mark Frueh
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#6, St. Louis., Mo.
63129
(314-832-1791)

HOW I SEE 'EM

by Malc Smith

This is a totally personal view of how I see the American Hobby. Please bear in mind that this is how I see it today; next week I may feel totally different about it. But since Dr. Peery told me that he wanted such an article for Diplomacy World, I've been forced to sit down and jot a few thoughts down.

Let me get this straight from the start; the Americans are so much different from the rest of us, hell, that's why we got rid of 'em in the first place. Anyway, after some dubious attempts at civilising themselves since the 1770s they've altered somewhat from the domesticated and cultural people that the British left behind. What better way to examine the inhabitants of this lost colony than to look at the American Diplomacy Hobby...

When I received my first glimpse of the American Hobby in 1980 I was amazed. The whole thing was different. Perhaps it may have been because I was more used to the more conservative Hobby in the UK, which at that time was pretty small and intimate. Which was so different from the American Hobby which tends to be both more colourful (they still can't spell though) and variable than what we are used to in the UK.

Perhaps one way to write about the American Hobby is to describe some of the people and publications that I've come across in my ten or eleven years in the Hobby. For this I'm going to have to lump the Canadians in with the Americans, it'll make things a lot easier for me, and I hope I don't insult the fine Commonwealth citizens by associating them with a bunch of devolutionists.

The publications. I've had this theory for a number of years that there is a surefire way of winning the North American Zine Poll, or, at least, come in the front runners. And similarly, I've also got this theory of how not to win the Poll, and it goes something like this: To win the Poll, one needs a huge magazine which comes out regular as clockwork for one year and is well produced. Look at this year's winner, Costaguana, and a past winner, Europa Express. Both of these are similar enough (in presentation) in that they're A4 reduced to an A5 booklet, thick and consist mainly of anything but games. If any one wants to produce a Zine Poll winner, that's all you've got to do. However, it'll be hard work for any publisher trying to wrest the crown from Costa next year, but if you follow these three guidelines then it's almost a dead cert that you'll end up in the top five.

And not to win the Poll? Well, just the opposite really. Produce a small games-only magazine on your work's photocopier which consists of only a few sheets and even though you bring out a fine product, you'll never win the Poll.

But in America, where zines are so varied (compare the spectrum of the US zines to the UK, or European, zines and you'll see what I mean) the Poll doesn't really mean anything. In the UK, where more and more magazines are looking more and more identical, a Zine Poll is required to sort out the magazines and the result does seem to matter. But in America it doesn't. Each and every magazine in America caters for different tastes, so it doesn't make any difference that the majority prefer Costaguana over Whitestonia.

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Anyway, let's have a look at a few of these magazines; Costaguana is, as we know, the Zine Poll winner this year, and quite simply it deserves to be. Conrad von Netzke, the editor, produces Costa on a very regular basis, and often we can find that we've recieved a 'mid-issue' issue, which even though it has come out two weeks after the last sixty page issue and two weeks before the forthcoming ninety page job, the suprise issue could quite well run to forty pages or so. It's enough to shame most editors like myself who keep finding their deadlines slipping all the time. The contents of Costa are always well worth reading; Conrad is one of the best writers in the Hobby and after seeing his magnificent efforts in 1986 it's no suprise that his magazine walked off with the Poll undefeated this time around.

I was just thinking, if it wasn't for Gary Coughlan and his Europa Express, I probably wouldn't be in a position to write this article in the first place. Thanks to Gary writing to me in 1980 asking for subscribers to his magazine, I got in touch with the American Hobby. Unfortunately, Gary has seen fit to cut down on his magazine production, as he claims that "there is life outside the Hobby". Perhaps it is a wise decision of Gary's to cut down; after all, a reduced commitment is a lot better than a burnout. And, perhaps, it was this reason why Gary didn't win the Poll, but it makes little difference to me; Gary is the best GM I've ever played under and I'm hoping that one day he opens another Diplomacy waiting list. Perhaps Gary will return again at full strength, and then I'd like to see Europa Express give Costaguana a run for it's money.

Of course, there's other magazines that I see regularly. There's Diplomacy World, but since you're reading it now, there's little point me going on about it, is there? Of the others I see I tend to split them into two categories; the smaller magazines and the games zines. The first of the two I define as chat-based things with a few games thrown in. Excelsior and Kathy's Korner are perhaps good examples of these. The former is filled with Bruce McIntyre's interesting gossip, but the latter, produced by Kathy Byrne, is something else. Can you imagine an insane 'Agony Aunt' style column that actually is the backbone of the magazine? The last issue I read had about 20 pages of extraordinary questions and answers between Kathy and her readers. Which makes a good launch pad into the small magazines. These tend to consist mainly of game reports, but again they vary. Two of my favourites are Not New York and Pommes Mit Mayo.

The first is a scruffy piece of work looking as if some inky fingered school kid (ah, memories) armed with a pile of potatoes and poster paints had set out to recreate Caxton's attempts. Thick blotchy blobs of felt pen are everywhere, but as a games magazine I'd say that it was top class. Pommes Mit Mayo, apart from having the unfortunate name which reminds me of Belgian cuisine, is another of the best of games magazines. This contrasts with NNY in that the layout is excellent, somewhat similar to the English magazine, Diversions, but for the non-player it has little to offer. I'm currently playing in PMM and I'm finding it to be one of the best places to play Diplomacy, perhaps, maybe, even more so than Europa Express, but that's maybe a matter of opinion.

The personalities. This I is one subject I could just go on and on and on for ever. I've been to the States twice now for conventions, MaryCon in '85 and MaryCon/DipCon in '86, and I reckon that I've both met, and talked over the 'phone to, a considerable cross-section of the North American and Canadian Hobby. My impression? Well, out of all the folk I've encountered one way or another, I couldn't put my hand on my heart and say that even one was normal. Sorry, but that's the way that it goes.

Who have I met? Well, there's that Peery fellow for a start. He's the one who suffers with things geographical. So far, he's had me both as a Californian and, even worse, a Scotsman. Gary Coughlan, I believe, doesn't exist; he's a telephone exchange in some swampy valley which rings people up at all hours of the night. Woody is an ageing OAP who holds down a nine-to-five in a Chinese laundry in the Philadelphia Zoo. I've stayed with Kathy Byrne and John Carouso even, and I sympathise with the cat wholeheartedly. I've played against the Mad Professor, Mark Berch, a couple of times in the various tournaments and I don't think that I could possibly describe this highly entertaining fellow with the justice he deserves. Hell, they've even got hold of our Simon Billenness now; it's not that the UK Hobby wasn't upset to see him go that interested me, but the way which every zine editor offered to buy him his ticket. Then there's Fred Davis who's often at loggerheads with Calhamer as he'd love to get him to add his famous Army/Fleet module to the latest rulebooks. And the less that one says about the pork rancher from Maryland, Ed Wrobel, the better.

After re-reading this little lot, I think that I ought to be thankful that we don't have 'em over here. Having said that, I often wonder to myself why I'm stuck out here on my own by some cold dark fjord holding this one-way London-Oslo ferry ticket with the words "To Malc with love from the British Hobby" in my hand....

FIRST HONORS GAME UNDERWAY

Do Diplomacy players at the top of rating systems play better—or just differently—than those below them? That is the question the first Honors Game will consider.

The list of players is taken from the 800 or so players listed in The DragonsTooth Rating System and includes seven of the top players in the hobby today: Dave Lincoln, Don Swartz, John Stewart, Doug Baker, Peter Reese, Peter Fuchs, and Dale Bakken. The GM will be Jim Benes, who tied for fourth in this year's Runestone Poll voting. All in all it's a super cast for what should be a most interesting game.

We'll be keeping you posted on how the game progresses, of course, but if you want to follow all the action you should get your own sub to Jim's magazine, Dippy. Subs are 3/\$1 and contact him at: 417 S. Stough St., Hinsdale, IL 60521.

And if you want to follow the ebb and flow of one of the hobby's major rating systems you should have a sub to The Dragon's Lair, the quarterly publication of the DragonsTooth Rating System which is administered by Stephen Wilcox, our own Ratings Editor. Subs are 75¢ per issue, from Pete Gaughan, 3121 E. Park Row, #165, Arlington, TX 76010.



MALCOLM SMITH: HONORARY VIKING

EXPIRATIONS & CHANGES OF ADDRESS

Please check the address label on your envelope. If a number 45 appears on it, your sub expires with this issue. Why not send in your renewal today?

Also please be sure to keep us informed of any permanent changes of address you may have. We always get 2-3 copies of each mailing back from the PO because someone didn't tell us—or the PO—where they moved.

THE TRUE HISTORY OF NORTH AMERICA

by Malc Smith

The History of the Americas is one of the biggest mysteries to historians all over the world. Until today, no-one really understood who these early settlers were, why they arrived in America, and why they are stupid enough to buy the wrong bridge in London. However, enough evidence has come to light recently; from the crude etchings on the side of Brooklyn Bridge and from the anthropological studies of peak capped American tourists in Trafalgar Square drawing, "Hey, Martha, ya gorra grab a pick-cha.", we have learned much about the history of this odd race.

The History of America goes a long way back into the mists of time. Way, way, back into the long dark days of the Ice Age when woolly mammoths roamed the tundra. Picture, if you will, a saddened individual sitting in his igloo....

Erik the Red looked thoughtfully at the long-empty vodka bottle that lay before him and sighed. He raised his eyes at the sound of the ice laden wind tearing past the igloo's entrance and wondered just how in hell were his band of half frozen peasants armed only with jagged icicles would effectively storm the rich wooden huts belonging to the aristocracy. Bloody aristocracy, he thought for the umpteenth that day, sitting there on their fat arses in their warm huts, heated with mammoth dung fires, and all wrapped up in furs. Bloody fat arsed privileged slobs. Just how dare they sit there day after day, warm as toast, drinking vodka. Bloody hell.

That was the nub. As today, in those days the fortunate, the privileged, were seperated from the majority by wealth. However, unlike these civilised times, land wasn't the key. Vodka was. After all, land was everywhere; if one could dig long enough to find it, and, besides, who really wanted to spend all day trying to keep it clear of glaciers?

There was one city once, however, called Atlantis which used parcels of land as its tokens of wealth, but when the economy folded just after the collapse of the continental shelf the locals decided to pack up and move off to the lovely spa town of Pompeii. Unfortunately, just after the economy was re-floated, so to speak, they discovered that they were due a massive tax refund, to which the local pantheon of Gods agreed, and so the skies rained wealth for fourty days and fourty nights and the population was wiped out due to over-inflation and excess suffocation.

But, in frozen Siberia economists found that vodka was the ideal currency. Inflation was none existant as it was drank as soon as it was obtained so everyone was happy, more or less. That is, until the day that the weather turned for the worse freezing up most of the vodka wells and drove the woolly mammoths south, who in turn started to pollute most of the rest. The effect was that the price of vodka shot through the wattle and daub.

The Russian Revolution wasn't going quite as planned. In fact it was a bloody disaster. Whoever thought of having a revolution, insisted Erik's concubine for the fiftieth time that day, in the middle of the Ice Age needed his head looking at. Erik had to agree, reports from the front weren't that cheery. That morning a group of highly spirited (95% proof) warring peasants rushed from their igloos to storm the wooden huts at the other end of the field failed to get twenty yards without succumbing to frostbite or marauding mammoths.

Suffice it to say the Red Revolution, as it was called, failed. The final straw was when the revolutionary igloo was flattened by a passing glacier. The peasants threw down their arms (not a difficult task when suffering from frostbite) and decided to run for it in case the aristocracy decided to get vindictive when the weather would buck up in an eon or two. As it was, they needn't have bothered as the aristocracy, battened down securely in their huts, didn't have a clue as to what was going on. In short, the peasants weren't missed until the aristocracy started to remark that it wasn't easy getting good help these days.

Erik led his men to the northern coast, jumped upon a passing ice floe and set sail for the west.

Little wonder why contemporary historians shake their heads and wonder at the folly of Erik. Surely only a man in desperation would hire Pakistani mercenaries to fight in the Siberian tundra in the middle of the Ice Age. Had he more sense, or the correct 'phone number, he would have contacted Hannibal and his troupe of performing elephants to partake in the revolution.

After many months of being cast adrift the hapless revolutionaries landed upon an undistinguishable muddy islet half way up a malaria-ridden river estuary. As soon as they leapt off the mostly melted icefloe the Pakistani mercenaries demanded sixteen months of back pay for each of them. Naturally, Erik refused, saying that it'd cost him an arm and a leg to which the mercenaries agreed, lopped off his head and cooked Erik for supper.

Thus the first settlers had arrived on Manhattan.

The Pakistanis then started to settle down into a race of shopkeepers, after all, there was no-one to soldier against upon that wretched island, and they began their long history and tradition of buying and selling each other's children and popping some of their own into the communal cooking pot.

Many, many, years later a ship appeared upon the horizon and was travelling up the river past the island until, quite by accident, it floundered upon a mudbank and eventually sank. Those upon board had to quickly grab their belongings and make a dash for the island. Imagine to their surprise, when they thought that they'd actually discovered India! The newcomers were those hardy souls who had set forth from Plymouth for the Isle of Wight, but by sheer fluke they'd got on the wrong ferry (in those days, remember, the signposts were few and far between and the Esso road map was still at the printers waiting for Caxton to finish his science fiction blockbuster, 'The Doms Day Book') and ended up in the Americas.

Things started to go badly for these unfortunate pioneers. Most of them ended up in the pot before they were able to ransom their lives with their holy relics; a collection of hefty tomes entitled "The London Transport Authority Omnibus Driver's Guide", and a handful of pretty beads which later devolved into some local currency for those who didn't go to England to work on the buses.

Thus, the pioneers were permitted to head out into the wild west. Here in the wide open spaces questions began to arise about wealth, what were they to use to signify wealth? Clearly land was no good, as there were too much of it and after much discussion it was decided that buffalo shit made up into briquettes would be the ideal form of currency. And, it was found, that the bricks were able to burn quite well, thus forming the expression 'having money to burn' and 'where's there's muck there's money'.

And so American life went on. Even though the buffalo were slowly dying out (mainly because of the Irish settlers who, being greedy for the bricks, would continuously cut open these creatures in the vain hope that more would be inside), which made the value of the bricks more and more valuable, the brick currency was still able to continue until it stands where it does today.

Now, bearing in mind the American way of life; it wasn't long before casinos sprang up all over the country as gold prospectors and buffalo herdsmen would rush into town and spend their hard earned money over the card table. Many hundreds of bricks, both golden and brown, were handed back and forth over the tables until they ended up in the hands of wealthy casino owners.

The Mob were also starting to get interested in things, alcohol sales were slumping, and they needed to get into a better racket, and quick. They saw the greed in the punters eyes as they literally threw away their bricks and, quite naturally, they wished to be at the receiving end of all this. So, quite simply, they stepped in and took over.

The American population were horrified. It wasn't that they minded throwing away their wealth, but to a bunch of retired pilchard fishermen from Sardinia? This was the final straw. Something had to be done, after all, America, they said, is a land of free enterprise and opportunity for all, providing that you belong; which these exiled Eyeties most certainly didn't.

So, the elected government being the spoilt brats that they were came up with the following legislation: if anyone was going to get the bricks then it'd be them, else they'd make sure that no-one would get them. In other words; Prohibition.

The Prohibition hit the mobs low and hard. They didn't know what to do until one of the Bosses from the east side of Chicago came up with a scheme that would be a surefire success. His name was Cal 'Hammer' Capone. He gathered together all the Mob Bosses from all over the States to a meeting in Maryland where he proposed his new racket.

What it was was a scheme whereby seven punters would gather for a session and with a stake of three blocks each and then play this ludicrous game for hours and hours until one player had amassed a total of eighteen blocks, which he'd be allowed to take away with him. Thus leaving the croupier with a clear profit of three blocks a game. Now, said the Hammer, if we could organise hundreds of such games all over the country, we'd be drawing in three blocks a game per night. In short, lots of shit.

The mechanics of the game were hammered out that night. At first it was thought that the punters would be a little put off by the thought that they'd know that the 'bank' would make a clear three bricks a game. Cal thought about this for a while and said that if the 'bank' threw in twelve bricks in at the start of the game for the players to grab, then in the end there still would be the same profit margin for the Mob, but no-one could see this so clearly. Of course, no-one there could either. How could, they said, make three bricks profit if they gave away twelve? Was the Hammer off his rocker, they demanded? But after a number of demonstrations, which the Hammer both organised and profited, they conceded the point. It was shown that with such a game such a profit could be made.

The American public didn't know what hit them. They were offered such a slick package which they couldn't refuse; after all who could resist the chance to gain eighteen bricks of shit by only putting up a stake of three, and to which the organisers gave them a bit of help by giving the players twelve blocks of their own shit? It was a dream come true; surely the shit was almost being thrown away? The demand for the games was fantastic, and all the while the Mob got richer and richer, and no-one seemed to mind, except the government who still wasn't seeing any of it.

In the end, enough was enough. The government was going broke. Hell, they didn't even have enough money to keep the expense accounts going. Many a congressman found that to make ends meet they'd have to give up one or two of their mistresses. And that hurt! So, in their congressional magazine, *Politesse*, they made a proposal that Prohibition would have to end in the hope that the government would perhaps, one day, get some revenue in again.

The law was repealed. The Mob became bankrupt and Congress was filling its coffers once again and began, coincidentally, opening up the naughty areas of Washington DC again. Naturally, the Mob moved again, taking over Congress, leaving a broken man behind. The Hammer was at a loss as what to do with himself. He needed a purpose. After many a night of standing in queues in Georgetown with hordes of congressmen he decided to go into business for himself.

The rest is history. Cal 'Hammer' Capone produced his profiteering racket as a game. Naturally, a few changes had to be made; the map had to be changed from the heartland of Chicago to that of fashionable Europe, the bricks became blocks and a few terms were slightly amended: Knee-cappings became supported attacks, booze running was changed to convoying and gangland sieges became beleaguered garrisons. 1930 Fords were hardly recognisable as fleets and hitmen were armies. No longer were concrete overcoats in the game but, instead, dislodged units were written into the rules.

Unrecognisable from the Prohibition racket, the game became an overnight success story. Even in the White House fanatic devotees of the game were to be found. Conventions sprung up all over the United States for enthusiasts to gather and play the game. There was, however, an incident in the middle of the 70s during a convention at the Watergate Hotel where the President of the United States was discovered bugging the convention hall during the course of the game. Perhaps it didn't do much for his career, but it sure as hell opened up a whole new aspect to the game.

Since then the game has grown in popularity in leaps and bounds despite the attempts of the moral majority to ban it. Perhaps it'll catch on outside of America, but, somehow, historians doubt it.

NOVAG II: CONVENTION 87

The Northern Virginia Adventure Gamers will sponsor an "adventure gaming con" in Tyson's Corner, VA (That's just NW of the CIA HQ, if anyone noticed...) on Feb. 7 & 8 at the Tyson's Westpark Hotel beginning at 0900. For more info: NOVAG, 101 E. Holly Ave., Suite 16, Sterling, VA 22170 (703-450-6738). They will offer miniature events, tournament events (including Titan), and role playing events. I didn't see Diplomacy listed so show up and demand they start a Diplomacy game or two. If anyone wins the army they are giving away let me know, I have friends along the Taco Curtain who could use it.

GARY COUGHLAN,

OUR MAN IN MEMPHIS

TENNESSEE, THAT IS

Melinda Ann Holley

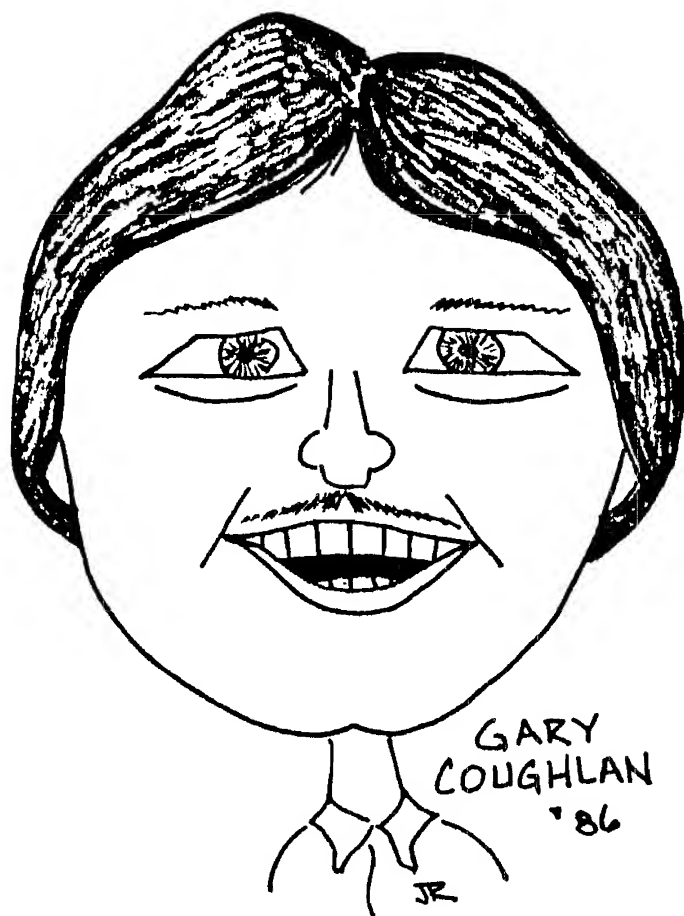


Illustration by J.R. Baker

Review any poll results and the names of Gary Coughlan and his zine, Europa Express, will certainly appear in the top rankings. In the 1984 North American Zine Poll, Europa Express was ranked #1. In 1985, it was #3; and in 1986, Europa Express claimed the #2 position. In the 1984 North American GM Poll, Gary Coughlan was ranked #5 while in 1985 he scored in the #2 position. In 1986, Gary captured top honors as the #1 GM.

The GARY L. COUGHLAN AWARD honors sustained excellence in publishing (a publisher must place his zine in the top 10 for 3 consecutive years). Gary not only gives his name to this award but also takes it home yearly. In past years Gary has also received the DOUG BEYERLEIN AWARD for sustained excellence in GMing for placing in the top 10 ranked GMs for 3 consecutive years.

The title of Gary's zine, Europa Express, was developed through Gary's desire to link the European and North American hobbies. "The majority of European languages call Europe 'Europa' and we English-speakers have 'Europa' as the name of the maiden whom the Greek God Zeus stole. 'Express' can mean a special edition of a newspaper or mail which is supposed to be delivered quickly." (Gary is the recipient of a BA degree in Journalism from Memphis State University and works nights for the US Postal Service.) "The name 'Europa Express' gave me the idea for the cover illustrations and the zine was born."

Gary actively sought, acquired, and maintains international participation for Europa Express. "I would urge publishers to trade and non-publishers to subscribe to European publications. International games are fun. You can get some interesting correspondence going since almost all the European hobby members know English. The European hobby also offers a wider variety of games than in North America."

Europa Express began in 1981 as an open-page format with about 16-24 pages. Currently, the zine is digest format and averages over 40 pages. While the number of games and press has decreased, the letter column has increased. This letter column provides Gary and his readers with a forum for many subjects including current events. A World War I and history buff, Gary also includes articles on WWI itself. A recent project is a multi-part chronology of events during the WWI years.

Like many in the hobby, Gary was introduced to postal Diplomacy through the 1979 instructions in his game box. The instructions gave the address of the then-editor of Diplomacy World who, in turn, supplied Gary with names of zines and the addresses of their publishers. "I chose some interesting names which seemed to reflect what Dip was like to me and sent off for samples. My first choice was Murd'ring Ministers---it's a phrase from Shakespeare and I still think it's the best name I've seen for a Dip zine. My first game was in Murd'ring Ministers as Russia. I got stabbed by Turkey in 1901 after several very impressive telephone conversations from him in California to me in Memphis. However, it taught me not to give in. The game ended in a 3-way draw including my Russia and I got to wipe out Turkey."

Gary points out that while the game itself has not changed much since 1979, the presentation has. "When I started playing postally no games were run with maps, which has now become a common feature in many zines. Maps add a whole new dimension, at least for me. I can clearly see what happened on the other side of the board, right there on the map where no casual observer could miss it, whereas I would only have a hazy outline unless I took the time to set up the board."

He characterizes his style of play as "Run with the bigger pack. I write to everyone as soon as possible. I choose allies based on who writes back and what they write. I also immediately send in a set of Spring 1901 orders and press to the GM." He admits his style changes when playing face-to-face versus gunboat. "It's energy-draining to play FTF. In postal I can take the time to study the situation at length which I cannot do FTF. In gunboat it definitely changes. I take wild chances since no one has the advantage. A dumb move here just might be a winning move."

Gary cites France, with it's "obvious potential" as his best country to play. His favorite country, however, is Germany. "Germany is more challenging and you can invade in all directions," he explains. "It has a lot of hidden potential." Italy is named as his worst country to play. His worst game, though, was as Turkey where "I should have resigned but didn't."

To novice players, Gary advises to not only write letters but also answer those letters you receive. "Without negotiation there can be no strategy so negotiation is very important," Gary stresses. "And don't be in awe of players calling you on the phone. If you have the money, the phone is okay. Over-use of the phone seems like it would affect one's pocketbook and become a liability. I prefer to write. In my first game I was awed and amazed that someone would call me long distance, spending their money to discuss a game. Surely no one would lie at their own expense like that. Surely he did and they do, so beware!"

Gary advises novice GMs to use the game board to adjudicate the game and take time in doing so. "First, write down all the units of each country as you have them, then take each set of orders (one by one) and make sure those units are the same. This will prevent your overlooking units, and stop an army from becoming a fleet."

Gary also plays SPQR---based on the Roman Empire, but Diplomacy remains his primary postal game. He believes that variants have helped Diplomacy. "Why be limited to WWI Europe when you could do the same

thing in Middle Ages Ireland, Shogun Japan, or the entire world?" he asked. "Most Boursers back the Dip players they know. Bourse makes you consider your actions closer and you resent it when your country is sold down the river. That happened to me in one of my first games before any moves at all!" And any Dip game with Gary as a player will see Gary Coughlan press. "Press shows there is an added interest in the game. The ones who write press might be writing letters although that's not always true."

Being a GM has made Gary more appreciative of his GM's. "Being a GM myself, I now know all the things a GM has to do to keep the games running smoothly. In the past, when I was only a player all I had to be concerned with was being caught up with my correspondence."

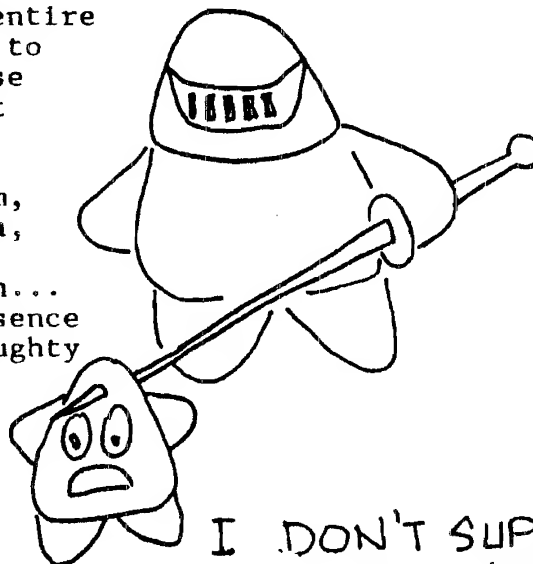
Is there life, however, beyond Diplomacy, SPQR, and Europa Express? Gary says yes. "I plan to be a novelist and have 2 or 3 good ideas I've been working on. I won some writing contests in school and in the Army. While in the Army, I spent 15 months in South Korea where I learned to speak and write in Korean."

However, Gary looks towards the future and believes it will be the best of all. "There are always new zines, new subzines, and new people coming into the hobby."

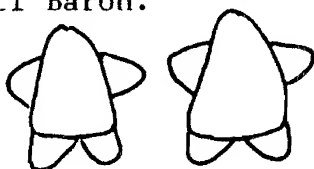
TOMATO CONNING: VERMONT STYLE & A BEETHOVENCON FOR TWO

Lots of people (well, 28 to be exact) attended this year's TOMATOCON sponsored by Paul Gardner and Brux Linsey in Newfane, Vt. last October 24-27. Reports on the event have already appeared in Europa Express, Not New York, Blunt Instruments, etc. and it sounds like it was lots of fun for all concerned. And with a venue like Newfane, Vt. (It's one of those little, neat white towns in colonial style that the rest of the country dreams about at Christmastime.) how could it be anything else? They all sat around and had a good time, like Dippy players tend to do.

BEETHOVENCON, on the other hand, only had one guest physically present for the entire event, although seventeen people did call to express their regrets and find out who else was there. So much for the LA crowd. But with a guest of honor like Brian Bailey it was still a great event. Brian, who has survived 20+ years of Diplomacy fandom, 7 years at Berkeley, 8 years in New Guinea, and 2 years in Los Angeles hasn't changed a bit since I first met him in 1966. Sigh... Naturally I took advantage of Brian's presence to put him to work cleaning out that "draughty old garage" which we have now renamed the Conrad von Metzke Memorial Phallicology Center. After hours of box moving and paper shuffling on a grand scale (It isn't any better organized but it looks a lot better.) we retired to the house for a dinner and a game of Rail Baron. Modesty forbids me from naming the winner. But my victory streak is still intact.



I DON'T SUPPOSE
YOU GUYS WOULD
BE INTERESTED IN
AN ALLIANCE TO STOP
THE BLACK KNIGHT?



DIPPY DOODLES ★ TR

YOU'VE GOT A FRIEND IN EUROPE

Gary Coughlan

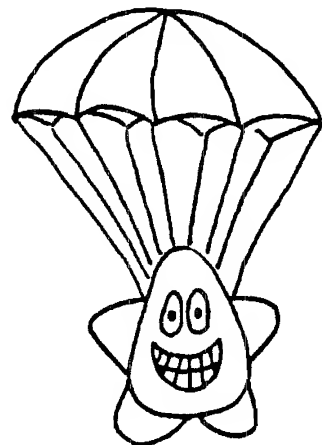
The Diplomacy Hobby has opened many doors for me in Europe. Simply by receiving European zines (and making European friends in the process), I have been able to...gaze over Napoleon's battlefield at Waterloo, race on the Autobahn at night, dine on shark, eel, and frog legs, take tea time in London, glide through the Dutch countryside on the back of a bicycle, spend the night in a French country home, see the Changing of the Guard at Buckingham Palace and walk through Anne Frank's house.

None of these wonderful things would have happened to me had I not come into contact with the European part of our Diplomacy Hobby. But, even if I had been unable to travel to Europe, receiving European zines would still have been one of the best investments I've ever made. I'd like to tell you why you should consider subscribing to one or more European zines and some things about the European hobby that I've learned in six years of observation. There are many similarities but also many differences between Europe and the North American Hobby.

First of all, there are many more European zines to choose from than there are in North America. Britain alone, with about seventy zines outnumbers those of North America and that with a population only one fourth of the United States. About forty other European zines are available in the Dutch, French, and German languages, and several of these contain English sections. The Dutch zine Brutus goes further by also providing an English summary of the Dutch part of each issue for its foreign subscribers. Bohemian Rhapsody, completely in English, is done by a Briton living in Norway.

In North America, the game of Diplomacy often seems to be the only postal game available. Not so in Europe where Diplomacy is only one game among many, many games. Do you fancy postal soccer? Then United is your game. Some other postal games available in European zines are.....

Acquire;
American Football;
Barbarian, Kingdom and Empire;
Charades;
Chess;
Civilization;
Cluedo;
Cricketboss;
Circus Maximus;
Dr. Who;
Eleusis;
Empires of the Middle Ages;
En Garde!
Executive Decision;
Hare and Tortoise;
Illuminati;
Imperial Governor;
Junta;
Judge Dredd;
Kingmaker;
Machiavelli;
Pass the Pigs;
Railway Rivals;
Rock 'n Roll;



THERE'S MORE THAN ONE WAY
TO BREAK A STALEMATE LINE!

DIPPY DOODLES * JR

Scrabble; But Diplomacy does play an important part in
 Sleuth; most European zines, not to mention providing the
 Sopwith; chance to play against foreign opponents from Belgium,
 Space Race; and Switzerland, etc. The game is made easy for North
 U-Boat. Americans since every European zine uses English
 abbreviations like GM, NMR, A for army, F for fleet,
 C for convoy, and S for support. Furthermore, all the international
 Diplomacy games in non-British European zines are presented in English
 and many have maps. And the Germans, the Dutch, etc. in your game will
 know English fluently.

However, Europe plays Diplomacy by combining the fall and winter
 seasons instead of using the winter/spring combination method familiar
 to North Americans. When you submit your moves, you must also submit
 retreats in case your unit is dislodged. You must predict your possible
 builds and possible removals. It's easier than it sounds and our system
 is just as puzzling to the Europeans!

Britain has her own Boardman Number Custodian (BNC) while continental
 Europe's BNC is Roland Prevot in France. Until 1985, both shared the
 United Kingdom Zine Poll but beginning in 1986, the British excluded
 continental European zines from that poll. Consequently continental
 Europe has formed the European Zine Poll. Both have their own conventions,
 often several a year, and the cons on the continent attract players
 from several countries. And the various countries maintain player ratings
 and other statistics on their countrymen.

Another feature of European zines is their huge circulation, most
 having one hundred plus subscribers. And the address lists can be inter-
 esting reading. The Dutch zine Oxymoron has 71 Dutch, 11 British, 7
 Americans, 5 Belgians, 5 Germans, 2 French, and one each from Austria,
 Canada, and Norway. The Belgian zine Mach die Spuhl (in French, despite
 its name) has 52 Belgians, 31 French, 8 British, 4 Dutch, 4 Swiss, 4
 Americans, 2 Canadians, 2 Norwegians, and one each from Germany and
 Zambia. British zines feature players from Japan, South Africa, Australia,
 and the United Arab Emirates. Imagine learning not only different playing
 styles but making friends from all over the world.

Many hobby services exist in Europe which would be of great benefit
 if adopted by the North American Hobby. Both Britain and The Netherlands
 have well-developed organizations to aid wargamers. The Dutch organization
 is called DUCOSIM (for Dutch Conflict Simulation Organization) and includes
 all Dutch hobby members. Conflict Gazet is DUCOSIM's zine and it covers
 all forms of conflict simulations from Dungeons and Dragons to board
 wargaming to Diplomacy to miniatures.

Like North America, Britain has its own versions of the Novice
 Packet (so does the Netherlands), Variant Games Bank (so does Germany),
 Orphan Games Rehouser, and we borrowed the idea of the Zine Bank from
 them. The British have a Central Gamestart Service which directs players
 wanting quick game starts, for any type of game, to a zine which offers
 the desired game. There is also "Eggocentral" which provides contacts
 for face-to-face games in the player's local area.

Each country in Europe has zines with well-developed letter columns
 discussing a wealth of topics. In Britain this year, you could have
 read comments on American football, Margaret Thatcher's impact on Britain,
 the US raid on Libya, reviews of films and rock group concerts, a guide
 to pubs recently visited, and the account of a bicycle trip through
 Hungary and Rumania.

The continental European zines often have articles and large sections
 of their letter columns in English, which is the common language between
 the various national hobbies. They are very desirous of attracting
 North Americans (both traders and subscribers) into their letter columns
 and their games. You'll find the continental European editors' English
 is excellent and most speak English with a British accent.

In the English sections of the continental European zines, some recent topics have included terrorism, the US raid on Libya, a German view of the British sense of humor, different versions of EUROCON (a big Europe-wide tournament held in The Hague), an eyewitness account of the soccer tragedy in Brussels, a vacation report about climbing the Himalayas and life in Nepal and India, and setting up housekeeping in Norway as a foreigner. (It's also quite educational to see Peanuts in French, Andy Capp in Dutch, and Hagar the Horrible in German!)

And, of course, I will never forget the instructions my West German GM gave us players about what not to write to the East German player in our game ("You shouldn't try to convince Luther to leave the DDR," i.e. East Germany.)

So, why not be adventurous in 1987 and try out some European zines? This way you can collect some beautiful stamps, learn just what the Germans think of Hogan's Heroes, find out that the Dutch have never heard of Hans Brinker and the Silver Skates, follow the growing British fascination with American football and....remember, you've got a friend in Europe waiting for you.

THE BLACK AND BLUE BOOK: LOOKING AHEAD TO 1988!!

Those of you in North America need no introduction to the BBB, but those of you overseas may not be aware of what the BBB is. Five years ago the first edition of the BBB included the names, addresses, phone numbers, etc. of some 125 California Dippy hobby members, magazines, services, projects, etc. During the next five years the BBB expanded to include all of North America and the current edition includes some 1,400 Diplomacy players, publications, etc. The basic goal remains the same: to provide an accurate listing of as many hobby members and their activities as possible. Because the BBB is computer generated it is possible to provide various special sortings of those listed: by ZIP Code, by Area Code, etc. All in all, it is the single most useful reference book a hobby member can have. Even Kathy Byrne admits to "never leaving home without it."

As good as it is, the BBB could be improved by adding the names, addresses, and telephone numbers (and all the rest of the information we include) for hobby members overseas. And, in fact, that is our goal for the 1988 edition: to add listings for national hobby groups in Europe, Asia, etc. We want to make the BBB a true world-wide, hobby-wide directory. But to do so we need the help of overseas hobby publishers and service providers. Only you can provide the information we need to make the BBB complete and accurate. What information? We need the name, address, and phone number (complete with international prefixes, etc.) for all individual hobby members overseas. We also want information on publications, services, organizations, projects, conventions, tournaments, etc.; essentially the same information as appears in the North American edition of the BBB. Preferably the information will be in alphabetical order, typed (or printed very neatly, especially the numbers), and arranged by national group. We ask each hobby publisher overseas to spread the word of this project and respond, and encourage others to do the same. It makes for a lot of duplication but it is the only way we can make sure everyone is included. There are two ways you can do this. First, if you publish your mailing list in your publication please plan to do so sometime in the May-July, 1987 time period. If you don't publish your mailing list please send us a copy of it during the August-October, 1987 time period. And, obviously, if you do publish it in your own 'zine send a copy of that issue along to us. Supplementary information on publications, projects, services, etc. should be sent no later than November-December, 1987. By the end of 1987 we should have a pretty good idea of what size project we are looking at and some more definite information on publication date, cost, etc. We'll be back in touch with you about this project, of course, but we wanted to let you know what was coming down the road, and ask for your early support and help.

We've shown, in this issue of DW if nothing else, what we can do together. Hopefully the international BBB will bring us all a bit closer. For more info: Mike Maston, BBB, Box 8416, San Diego, CA 92101, U.S.A.

THE OTHER AMERICAN HOBBY

Ronald J. Brown

One cannot talk about the Canadian hobby without talking about the American hobby, as the two are intimately linked. While many American hobbyists are unaware of even the existence of the Canadian hobby, it is doubtful that there exists a single Canadian hobbyist unaware of the American hobby. That has been a characteristic of Canadian/American relations since prerevolutionary (American) times. Another characteristic of the relationship between two of the largest countries on the planet, is the "rule of ten." This is a simple rule of thumb guide for comparing statistics related to demography. Canada's population is roughly ten percent that of the United States. So, one expects Canada's gross national product to be ten percent that of the United States; one expects Canada's purchase of Korean made electronic equipment to be roughly ten percent that of American purchases, etc. So, too, in the hobby. Canada's hobby population is about ten percent that of the American hobby; there are about ten percent of the number of magazines in Canada as in the States; about ten percent of the American total of games being played are being played in Canada; and so on.

Ironically, the first magazine directed to the Canadian hobby was published in the United States by an American, Conrad von Metzke's Saguenay which existed before 1965, was, in a sense, Canada's first magazine. Legend has it that 1963A, the first postal game ever, was won by a Canadian, Derek Nelson. So, since the beginnings of the hobby, the American and Canadian elements were interrelated, though the Canadians have sought to develop a separate identity. The Canadian Diplomacy Organization (CDO) was founded in 1976 as an expression of Canadian isolationism and yet, for years, its orphan placement officer was Andy Lischett, an American. The CDO defines its membership as any subscriber of a Canadian magazine, resulting in the further irony of this nationalist organization being dominated by non Canadians. (Only 38.7% of the membership were Canadians according to the latest CDO poll, conducted in 1983. Fiftyone percent were Americans and 10.3% overseas, for a total membership of 194 persons.

Apparent contradictions run thematically through Canadian relations with the American hobby. The CDO constitution states that key members of its executive must be Canadians, yet we use the services of the American Boardman and Miller Number Custodians. The issuance and control of Boardman and Miller numbers is surely the single most important function in the hobby. That this doesn't occur to the nationalists in the Canadian hobby is perhaps baffling to the observer. John McCallum's discussions and analyses of the rules were a major input into the 1971 revision of the rule book, yet the CDO's ombudsman services, descended directly from McCallum, are virtually ignored in favour of an American ad hoc service. But, Canadians, generally, are used to such contradictions in their dealings with the United States.

What is it that is unique about the Canadian hobby?

Canadian magazines have a reputation for reliability and even for excellence. The reason is apparent after some reflection: numbers. About ninety percent of all hobby publications are reliably produced, going through their life cycle without causing any major upheaval. It's the ten percent remaining that cause the problems. Ten percent of the American hobby means that roughly half a dozen magazines will cause the hobby problems during the course of a year. That's a messy fold every two months. But what is ten percent of the six to eight Canadian magazines?

It comes out to a fold roughly every two years, compared to the American two months. Those figures compare reasonably well with the history of the hobby. And, conversely, if six out of eight Canadian magazines are well produced, then the reputation is that most Canadian magazines are well produced; and this is true. If only six magazines were well cared for in the American hobby, it would not be worth noting.

And, contrary to the reputation, Canadian magazines do fold, and sometimes quite messily. We had a spat of folds about 1977 and again about 1981, both of which threw dozens of orphaned games onto the market with less than half a dozen gamesmasters to pick them up. Yet they were all rehoused with a minimum of delay and fuss. It was done so smoothly that I read a comment recently by a knowledgeable American publisher that Canadian magazines don't leave orphaned games! Few American folds have come near the disasterous year long, on again, off again Passchendaele fiasco which threw about twenty games into a whirlwind of uncertainty. Yet, still, Canadian magazines bask in an undeserved reputation.

Similarly for the supposed superiority of Canadian Diplomacy players. Only one out of seven players can be a winner no matter what the nationality of the players. There are a half a dozen or so Canadian players that rate among the best in the world, but all countries produce excellence. I think the reason we got this reputation is because most of our play is with Americans, for many of whom, playing with a "foreigner" is a unique experience. I was allowed to gain a tactical advantage in my first postal game because the ruler of a neighboring country told me he couldn't believe anyone with the sophistication to spell it "centre" could be nasty. Being part of a two way draw in one's first game might seem a disproportionate reward for applying the basic rules of English spelling, but in Diplomacy you take what you can get. My point is: I didn't win the position because I was a Canadian. My shared win was due, in part, to my spelling habits, and those were produced by my Canadian education. If American players are nice to someone because they think it is a treat to receive mail from Saskatoon, then you still can't credit his win to his nationality.

There are some national characteristics that might tip the scales in favour of Canadian players over Americans, though to discuss such broad generalizations is always dangerous. I think you do see it reflected in the international politics of our two nations: Americans don't seem to know much about diplomacy and negotiation: they either bribe or bomb; Canadian foreign policy is generally much subtler. To some extent this is reflected on the Diplomacy board. It's certainly not enough to make an overwhelming difference, but there are quite possibly one or two more Canadians among the ranks of the best than warranted by the size of the hobby population.

Generally, Canadians expect to play in American magazines, and Americans in Canadian magazines, with no greater handicap than the extra day or two it takes mail to cross the border. There are additional mail restrictions: for example, special delivery is meaningless across borders, so there is no way to speed up delivery. Also, United States regulations don't allow folded and stapled magazines to leave the country, so Canadian players in magazines of stubborn American publishers might find severe delays as the post office rejects their game reports. It doesn't always happen, but it occurs often enough that Canadian players tend to be wary of playing in envelopless American magazines.

As for money, Canadian publishers often cite fees in United States dollars as well as Canadian, taking into account exchange rates, bank charges, and additional postage charges. I know of no American magazine with a published fee schedule in Canadian funds. Though there may be

special (i.e., higher) rates for Canadians, Americans expect to be paid in their native currency.

In closing I thought I'd point out that of the friends I have made through the hobby through the years there are about an equal number of Canadians and Americans. One such friend visits once a year from Winnipeg while another drives up from near Baltimore. But it occurred to me as I wrote this, that though I know most of many hobby addresses and have only to look up the postal or ZIP code, the one hobby address I know by heart, ZIP code and all, is that of an American. And that speaks volumes about the relationship of the American and Canadian hobby.

Officers and Magazines of the Canadian Diplomacy Organization

Coordinator: Steve Hutton, 1175 Broadview Ave., No. 711, Toronto, Ontario, M4K 2S9, Canada

Committeemen: Claude Gautron, 150 rue Masson, Winnipeg, Manitoba, R2H 0H2
Bruce McIntyre, 6191 Winch St., Burnaby, B.C. V5B 2L4

Ombudsman: Randolph Smyth, 555 St. Mary St., #426, Winnipeg, Manitoba R3C 3X4

Orphaned Games: Dave Carter, 118 Horsham, Willowdale, Ontario M2N 1Z9

Boardman Number Custodian: Steve Heinowski, 12034 Pyle So. Amherst, Oberlin, Ohio, 44074, United States

Miller Number Custodian: Fred Hyatt, 60 Grandview Pl., Upper Montclair, New Jersey, 07043, United States

Fol Si Fie, founded 1974, by Randolph Smyth (address above). Top notch GMing and strategy articles by one of the best.

Sleepless Knights, founded 1981, by Dave Carter (address above). Dependabl GMing and off-the-wall humour.

No Fixed Address, founded 1982, by Steve Hutton (address above). A mega-zine of superior literary quality. Unfortunately, about to fold.

Quinnipique, founded 1982, by Claude Gautron (address above). Canada's only magazine running games conducted in French.

The Canadian Diplomat, founded 1984, by Bob Acheson, Box 4622, Station SE, Edmonton, Alberta, T6E 2A0. Lots of game openings and plithy political commentary.

Excelsior, founded 1984, by Bruce McIntyre (address above). Many non-Diplomacy games and a wide variety of topics for reading matter.

Praxis, founded 1985, by Alan Stewart, 25 St. Mary St., #702, Toronto, Ontario M4Y 1R2. Literate, intelligent articles generally relating to the political side of life. Annotated games.

GONE, BUT NOT FORGOTTEN

Alas, two of the best of the Canadian 'zines, No Fixed Address and Excelsior have recently folded. Steve Hutton has gone off in pursuit of other literary goals and Bruce McIntyre has suspended publication, although continuing his games by flyer. Well, perhaps we'll be able to persuade them to write something for DW during their literary hiatus. One of the great tragedies of the hobby, in my opinion, is that when a 'zine folds the publisher or editor becomes a non-person and ceases to become a contributing member of the hobby.

WAR AT SEA

Randolph Smyth

Why Fleets?

The Diplomacy board, you may have noticed, doesn't feature any big black circles in the middle of the ocean. To win and hold supply centers, a unit (be it army or fleet) must be ashore. This aspect of the game is perhaps an accurate reflection of the European economy before the days of North Sea oil. Fishermen do not keep armed forces in the field, and the sea was otherwise just a turbulent surface for the efficient transportation of goods from one land mass to another.

Yet the game map also mirrors the strategic importance of the sea. Ask each player which space is the most critical for him to control: England, France, Italy, and Turkey may respectively list the North Sea, the Mid Atlantic, the Ionian, and the Black Sea first, ahead of their home supply centers. Germany might rank Belgium or the Helgoland Bight up there if he has expanded north or west and thinks about it for a minute, even though either area might remain vacant throughout the game.

In the later game, when battle lines are drawn and the fight may be over stalemate lines, it's rarely the armies that win the war against capable opponents. A defender can resist for longer by giving up centers than by yielding the sea. A France who owns the English centers can afford to lose his homeland to an Italian/Austrian/Turkish alliance, and still stop them cold with three fleets: Fleet Portugal, and Fleet English Supports Fleet Mid Atlantic.

With sea control, the land war often takes care of itself. Holding Belgium/North Sea/Norwegian Sea with fleets, France needs only Army Burgundy Support Army Ruhr to defend the land bridge north of Switzerland; similarly Army Munich Supports Army Rur gives Germany security from the west as long as his fleets control Holland points North. Further east, without Switzerland as a blockade point, more armies may be needed for similar results; but apart from a fairly small area centered around Galicia, fleets can dominate the action across the board.

England and Tunis are not the only areas where "land" centers are actually sea-dominated. Three fleets can hold four centers against external land attack in Scandinavia (Fleet Gulf of Bothnia Support Fleet St. Petersburg, north coast; Fleet Denmark Hold). Two fleets (Fleet Armenia, Fleet Constantinople) similarly hold three centers in Turkey, even when NMRings; five fleets can hold six centers in the southeast (Fleet Spain, south coast, Support Fleet Marseilles, Fleet Piedmont Hold, Fleet Apulia Support Fleet Venice). Try to hold any of these areas with a "reasonable" number of armies against attacking fleets. It can't be done at all in the north, and not without occupying every coastal area in the south. Of the 34 centers, only 7 are landlocked. Seventeen are fleet dominated as indicated above, and navies can make a good fight for the remaining 10 along the coastlines. For instance, with fleets to spare and control of the dominated areas, a naval commander has the luxury of considering Fleet Armenia and Fleet Black Support Fleet Sevastapol; Fleet Constantinople Support Fleet Bulgaria, south coast; Fleet Aegean Support Fleet Greece; Fleet Venice, Fleet Adriatic, and Fleet Albania Support Fleet Trieste; Fleet Mid Atlantic and Fleet English Channel Support Fleet Brest; Fleet England and Fleet North Support Fleet Belgium; Fleet Holland Support Fleet Kiel, Fleet Kiel and Fleet Baltic Support Fleet Berlin. Rumania is thus the only coastal center

which is truly land-dominated----i.e. fleets in place can be ejected by army assaults.

Fleets can also give more mobility to a combined force. A fleet "going around" can reach Norway from Greece or Naples as quickly as an army "going straight." In a local situation, the "stretch" of most sea spaces makes convoys worthwhile. In fact, the whole purpose of the convoy rules is to vault armies to new positions far sooner than they could make it by going overland.

Limitations of Armies

The point is not that England wins more games than Austria, which is obviously due at least partly to other factors; but that a good fleet position IS a more unit-efficient way of holding centers or tying down an enemy than a mass of armies glaring across a stalemate line. At least part of the reason that Austria is so seldom a winner is that she so seldom has a credible navy and must depend on an ally for critical sea power. One can find about fifteen mid-board centers which a successful land-based Austria could reasonably reach; but it's tough to find three more without implying very poor defense (to include the allowing of multiple stabs) by the other players. All of the remaining centers are so easily blocked with a few units that an observer must ask a winning Austria, how did you manage it?

Austria may be the traditional example of a fleet-poor power, but others can fall into the same trap. What is implied by the common Anglo-German agreement to specialize, i.e. England builds only fleets, Germany only armies? Rather a good deal for England, mainly because it's likely to be such a poor one for Germany in the long term, if the alliance is successful at all. The Germans can scarcely find the centers needed to win by sticking to the deal, unless England virtually puts his fleets at the winning Germany's disposal---puppeting. So either (1) England or Germany must accept a subordinate position to the other; (2) Germany must contemplate breaking the deal (stabbing England?) in the late game, though this will be tough to execute; or most likely, (3) both players have declared themselves happy with a two-way draw. As a third player seeing England/Germany specialize, I'm inclined to treat them as a single "superpower," to be beaten back if their combined position seems at all dangerous. The lack of German fleets leaves him with too few tactical options to be a credible diplomat: so on that level I believe the specialize route should be a last resort for both allies.

Similarly, the rarely seen Italian/Turkish alliance isn't favoured partly because Turkey has so little fleet scope, and his armies are likely to be blocked short of victory in the north. The resulting position is a recipe for a stab, though the excuse used will depend on whether Italy is still growing or not. Either way, though, a competitive Turkey will.

An otherwise fine Russian or French game can be ruined if they placate an ally by avoiding a naval presence on either the northern or southern front for too long. If the "ally" turns hostile, the fleet-poor nation is lucky to hold his own in that sector---no matter how many armies he rushes to the area.

English and Italian players are less likely to ignore their navy. It's not always hostile armies that kill them when they lose---it's almost always a case of being stretched too thin by hordes of enemy fleets.

A lot of players, then, build too few fleets. Austria sometimes has little choice since Italy is in a position to halt shipbuilding in Trieste for a while, but otherwise there is little excuse. The most important battles of the game take place at sea; fleets have greater

mobility (diplomatic as well as tactical); and once gained, most can be more easily held from the water. As an incoming standby, I estimate the character of the game by looking at the overall fleet/land ratio. If high, I do more diplomacy and generally get more reward from it. More is happening at a faster pace and the players are more interested in the position. When actually playing, if I have the choice and don't obviously need an army, I'll almost always build a fleet and remove an army, if things aren't going so well!).

What Then?

OK, you're with me so far and have put together a credible notion where does it go now? Do you handle a fleet exactly like an army in terms of strategy?

Remember that sea areas have a different character from land ones. Most have more borders. East Mediterranean borders four areas. Barbary only three, but all others have at least five neighbouring areas (North Sea has 11!). The average for the 17 sea spaces is 6.35. In contrast, Portugal borders just two areas, North Africa and Syria border them and many other land areas have just four borders (Tunis, Marseilles, Paris, Ankara, Naples, Albania, Prussia, London, Clyde). Several have seven (Munich, Burgundy, Galicia) but none have more. Considering 14 landlocked areas only (since both armies and fleets can use the coastal provinces), the average is 5.57 borders. The difference is enough to make the sea more fluid (pun!); fleet raiders behind the lines are tougher to annihilate than armies are, since they have more retreat options but there's more opportunity to dislodge a fleet due to the greater number of areas available to attack from. Naturally there is an enhanced chance of support as well when friendly fleets are adjacent---sea battles are more likely to favour the party with the greatest number of fleets whereas armies may adopt a "blockade" strategy more often.

At sea, then, cooperation between allied units is more important. The superior naval force should put a higher priority than his land counterpart on maintaining a line from shore to shore: not allowing enemy fleets to slip behind the lines where they are generally more vulnerable than an army would be. A defending navy may adopt delaying tactics but a boy can't do a man's job at sea in the long term: ultimately a goodly number (three to five) of fleets will be needed on a given front to hold a stalemate position, whereas one or two armies are sometimes enough to blockade a land route. The attacker can afford to commit up to six fleets to one area without being "inefficient," if the other side will need almost as many to force a stalemate.

If an extra fleet is floating around, it's rarely completely the way an army behind the lines can be. England usually maintains one in the North and Turkey may do the same in the Black Sea or Eastern Mediterranean for frequent convoy duty. If a naval battle is in progress, though, there are several reasons not to try a convoy at the front: (1) if the convoying fleet is dislodged, it is a "double failure" since the convoy is automatically blocked as well; (2) if the fleet battle is lost, the army may be left high and dry with victorious enemy fleets blanketing the area; (3) most importantly: since the sea can be so important, the fleet battle usually has priority over anything happening on land. A fleet is more valuable than an army in the coastal province (the convoy destination), as it can participate in the naval war. So shuffling another fleet is often preferable to putting another army there via convoy.

Conclusion

Psychologically, many players appear to be fooled by the appearance of the mapboard, where coastal spaces are not obviously distinguishable from landlocked ones at first glance. All of the black dots are on "land," so the natural impulse is to build an army to control them. Only seven centers are landlocked; the great majority are on the coasts where fleets are often more secure and effective than armies are. If there was a distinction (a different colour?) for "land," "sea," and "coastal" areas, the play of the game might change significantly. Several sea spaces---and a naval presence generally---have a higher overall strategic priority than any of the land areas in most games. The player that recognizes this and takes advantage of it in his play---especially against an ignorant opponent---should be much further ahead at game end.

HOBBY AWARDS: IT'S THAT TIME AGAIN

It seems like only yesterday that the names of the 1986 recipients of the Don Miller Memorial Award (for hobby service), Rod Walker Award (for literary achievement), and John Koning Memorial Award (for outstanding play of the game) were announced at DIPCON XVIII. Once again this year these awards will seek to recognize, by nomination and award, some of the outstanding achievements of hobby members.

Since no one has come forward to volunteer to replace me as administrative secretary for the awards, it will again be my privilege (chore?) to supervise this year's nomination and elections process for these awards. Naturally, I will again need the help of hobby members to make sure all goes well. I need a group of volunteers to serve on the nominati committee for each award. These committees generate and review nominations from the hobby at large for each award. Nominations, which may be sent to me, are welcome from the hobby at large and will be given the same consideration as nominations from the committees. Nominations are for achievements in the past calendar year and those for the Walker Award should include a copy of the specific literary item for which the nomination is being made (Nominations may be for a work of fiction, a strategy and tactics work, a hobby related item, or an at large category). Each nomination will be reviewed by the various committees and the hobby at large will vote on the recipient of each award. Ballots will appear in DW and other hobby publications. The names of the recipients will be announced at DIPCON and in the hobby press. Each recipient will receive temporary custody of the perpetual plaque and a permanent personal plaque to keep. Donations to help defray the costs of the awards are welcome and should be sent to Fred Davis, Jr., 3210K Wheaton Wy, Ellicott City, MD 21043.

Since these awards were first began, some five years ago, each year has brought more nominees and more voters. The roster of names of those who has won each award in past years includes some of the most distinguished members of our hobby.

Your participation, as committee member, as nominator, as nominee, as ballot distributor, or as voter is what makes these awards important. This is your chance to reconize those who have done well. Take advantage of it. And, if you'd like to be on one of the committees please get in touch with me ASAP. Nominations will be due by 1 March, 1987. Pubbers please note and copy. Further info will be along shortly. And, no, I'm still not a candiate!

DIPPY DODDLES * JR

I SEE HOW YOU GOT THAT
REPUTATION



BETWEEN THE COVERS WITHRICHARD SHARP

While Richard Sharp isn't exactly a household word in British literary circles; in the European Diplomacy community he is known widely as the author of the first hard cover book ever published on the game. (The distinction differentiates him from the author of that "other" book on Diplomacy; which appeared in a paperback cover.)

Richard shares some common background characteristics with other Diplomacy players around the world. He's forty-four, has been married twice, has several kids, attended a variety of schools and graduated from Oxford University.

Today he spends his time writing, teaching bridge, and working as a translator. He doesn't play face to face Diplomacy and absolutely refuses to write articles about the game or hobby. He says, "It's too much like work." But that doesn't keep him from being an active member of the British hobby. Since 1972 he's played some 50 games of postal Diplomacy winning a few, and losing more. Between 1972 and 1979 he gamesmastered some 43 postal Diplomacy games; and then folded messily, leaving about ten games still running. He restarted gamesmastering and publishing in 1983, since when he's started another 39 games (and three variants), of which 17 have finished to date, leaving him running no less than 25 games. He also publishes The Finishing Touch (five issues to date). He's no longer looking for new subscribers, since he's already attracted twice as many as he had planned!

Richard has very definite ideas about the British and overseas hobbies. He says he doesn't know what makes the British hobby unique and doubts if it is. And he's not much interested in foreign Diplomacy groups. He runs international games, but mainly for British players living abroad. He opposes the "internationalization" of the hobby, much preferring the idea of separate national hobbies with links. If he plays in a foreign magazine, it's mainly to try the challenge of playing Diplomacy in a foreign language. Hence he's never played in an American magazine and probably never will. On the other hand, he knows what he most likes about the British hobby. He's made most of his valued friends through it. As for overseas play, he also likes to make postal friends in countries he's likely to visit, and this again doesn't include any part of America as he won't fly.

So, as you can see, Richard Sharp is just like any other Diplomacy player in the world whose been at it for some fifteen years, played in some 50 postal games, gamesmastered another 50 or so, published a magazine, and---oh yes, written a book with hard covers.

By the way, if you happen to have a spare copy of that book would you consider selling it to me, it's a collector's item over here.



DIPLOMACY IN THE UNITED KINGDOM: A RETROSPECTIVE

Alan Parr

In a hobby in which it's not unusual to pass from novice through superstar to forgotten man within two or three years the events of just fifteen years ago are as far away as Lincoln and Gettysburg. Not only that, but they're just as surrounded by myth and almost as difficult to get into true perspective. So let's be clear from the start that this is a subjective document, written by someone who wasn't personally involved in many of the early stages and whose activities during the second half of that period have no doubt given him an emotional interest which prevents his seeing things straight in any case.

Of course, people have played chess and a few other games by post for very many years (Indeed, in this country at least the postal service was probably a cheaper and more efficient medium for playing games fifty years ago than it is today.) but the postal games hobby as we know it owes everything to the growth of the Diplomacy magazine in the early seventies. From the start, the occasional word game and quiz questions were by no means welcome in British magazines, but it took some time for other board games to make a convincing appearance, especially since matters tended to get complicated by cheerfully and even brutally intercene personal disputes. During the first half of the 1970s schism between 'official' and 'unofficial' camps did little to encourage a unity of feeling. No doubt there will be some to say that this split stimulated development while others will claim it did just the reverse (for what it's worth, my own active entry into the hobby was delayed for several years while this often childish bickering seemed to be far more important than the games themselves.)

By 1975 the first of the really great names in the multigames hobby appeared on the scene. Clive Booth's Chimaera is one of the halfdozen classic magazines of the British hobby. For most of its immensely long life (well over one hundred issues) it appeared frequently, had a famous letter column, and offered its many readers twenty or thirty pages of genuin reading matter every issue. I think it is probably true to say that Clive wasn't a great inventor of games, but he had an enormously wide breadth of interest coupled with the vision to see how almost any game could be fruitfully offered in a postal context. There must be literally dozens of games which Clive presented postally for the first time, and perhaps even more important was the encouragement he gave to others both to present their own games and also to run them under the Chimaera flag as an outside GM. My own first postal game, now justly forgotten, was run in just this way.

A perfect case in which Clive broadened horizons is that of David Watts. A Welsh schoolmaster, David had invented a game called Railway Rivals for his geography students, and this had so much to offer that it soon began to be more successful with Chimaera subscribers than its original target group of educationalists. RR is a two-stage game in which players first build rail networks and then test the relative effectiveness of their networks by transporting goods from place to place. No small part of the game's success lies in its cheapness and also the variety and scope of its two dozen or more scenarios. Even today it is possible to buy all one needs, including an accurate A2 map, for a couple of dollars. RR is such a good postal game that it has since become part of the standard repertoire, not least in Rostherne Games Review

the magazine David soon started up himself, and which has now notched up well over seventy issues.

By about 1977-1978 the floodgates had opened. Chimaera was in its prime, and so were two other excellent magazines, Leeming Express (Bob Howes) and Griffin (Keith Thomasson). While each of these memorable magazines never lost sight of the fact that Diplomacy was the focus of the hobby it was through them that it soon became possible to play in postal versions of a wealth of board games - more railway games such as 1829 and Rail Baron, various business games, Formula One (similar to Speed Circuit), Mastermind and derivatives, Clue, Hare and Tortoise, and Kingmaker were just a few of the games available. While none of these has ever been a really mammoth hit they have all been played regularly and all are still available in at least a couple of magazines today.

By the early eighties another game was establishing itself firmly enough to be played in a dozen or more magazines and eventually to develop its own centralized records and rating system. This was Sopwith, a six-player game of 1914-1918 air combat too simple for the wargamer and perhaps a shade too cerebral for the ordinary family, but an absolute natural for postal play. It's been said that Sopwith is the ideal game to get a novice used to the disciplines of postal play, exciting and rewarding of good tactics, a game in which negotiation pays dividends but is not essential, which offers great scope for inventiveness and amusing Press, and above all fun. Sopwith was discovered by Tom Tweedy and is yet another game which first appeared through Chimaera, though it wasn't long before it became so popular that Tom launched his own Dib, Dib, Dib to house it.

You may have noticed that almost all of these games were adaptations into a postal form of commercial board games. This trend has continued ever since - there seem to be few games, from Snits' Revenge to Civilization which haven't been played somewhere or other. However, there was another strand of development that I've ignored completely so far, and this involved a totally new type of game - indeed, one that could scarcely have existed without the possibilities offered by the postal framework. It is difficult to imagine several dozen players taking part in a campaign that lasts for years in any other than a postal format, and here too we can trace things back to Clive Booth and Chimaera. In 1975 Clive was instrumental in launching the first sports management game, in which the players control a sports club and are responsible for all aspects of the club's performance - developing, coaching, and trading players,, fixing tactics, and so on. This first Soccerboss game (actually based upon a rather insipid commercial boardgame) inspired game after game, and in the search for increasing realism the games became complex enough almost to qualify as genuine simulations.

As soccer games grew in popularity there were also a couple of particular developments showing some divergence from the main Soccerboss line. In 1980 I felt that soccer games had become so detailed that one could no longer see the wood for the trees, and produced a new game called United, which has since become successful enough to be played in dozens of magazines in Europe and even the USA as well. And even before this, the popularity of soccer games had produced another spinoff - not surprisingly, it wasn't long before someone (Bill Dove) came up with Cricketboss. As with the soccer games it wasn't long before we had both versions that still survive recognisably today and also those which are built upon a substantially different basis.

Many of these games were sufficiently massive to need a small magazine of their own to present the reports, and there has always been some tendency for these games to slip away from the center of the hobby. From time to time there has been some coolness engendered both by the willingness of a number of sportsgamers to distance themselves from

traditionalists and also by some touchiness among those who maintained that anything not based upon Diplomacy isn't worth considering. No doubt some of this developed as both sides saw a branch of the hobby of at least comparable size to the pure Diplomacy hobby being formed. But many bridges exist and in any case there's never been anything resembling a feud between even the most avid spokesmen of one branch or the other.

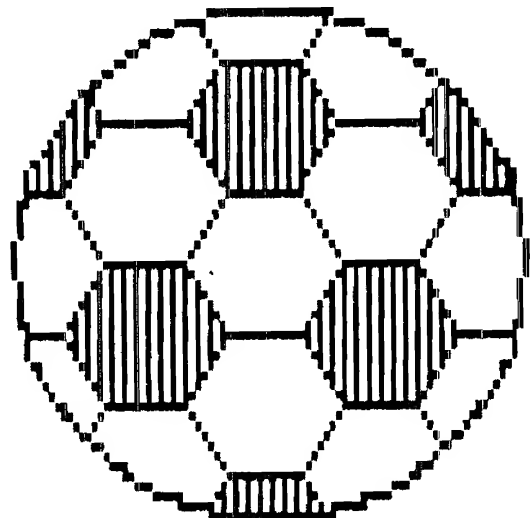
Once soccer and cricket games had become established almost every sport became fair game for building a campaign. A rugby game run by my brother Peter has played through several seasons, while Avalon Hill has such games as Title Bout and Win, Place and Show that have proved very satisfactory foundations for postal games. We've also seen a couple of other horserace games, track-running, golf (not very successful), and no doubt others that slip my mind. The success of United in Europe has stimulated the Germans and Dutch into developing a whole range of sportsgames - Decathlon, showjumping, icehockey, the Tour de France, and sulky-racing have all been tried, while a recent successful tennis game from Martin Fischer, Grand Slam, looks set to be the first such European game to make the journey from mainland Europe to Britain in a big way.

Last, but not least, there have been several attempts in the last couple of years to build games based upon (American) football. Ironical, perhaps, because there actually was a postal- or rather telephone - league based upon Football Strategy back in the seventies; however, we're now talking not about the adaption of a commercial boardgame but an original management simulation a la Soccerboss. Most popular of these has been John Norris' Touchdown, now played in three or four magazines and showing every sign of becoming another permanent addition to the repertoire.

No doubt there's plenty more I should have said - I'm conscious that I've missed out any mention of quasi-roleplaying games like En Garde! and the occasional silly game like Finchley Central and Pass the Pigs. Perhaps the Postal Snowballing fans (Yes - there is such a game!) will forgive me ignoring them, but should I have made a point of mentioning Cosmic Encounter, while surely the many Acquire games should be recognized? And while this article can't claim to be more than an informal and personal view I do think it's worth pointing out that by and large most of us would feel we're all part of the same hobby, and that - although today's typical Diplomacy magazine might well feature a couple of Railway Rivals and Sopwith games and perhaps even one or two others as well - this hobby was and still is built upon the foundations set up by the first Diplomacy magazines nearly twenty years ago.

CONGRATULATIONS

To that Grand Old Man of the British Hobby, Richard Walkerdine, who is this year's recipient of the Les Pimley Award (the UK's equivalent to the Don Miller Memorial Award) for his many worthwhile efforts on behalf of the British Diplomacy hobby. And to think I knew him when he was just a tike.



WALLACE NICOLL,

A PRISONER OF WAR OF A DIFFERENT SORT

Wallace Nicoll is 28, relatively young by British hobby standards (and an old man by American hobby standards), and he's currently an unemployed cartographer (So...if you'd like to see a map drawn for a new variant and don't mind the delay, drop him a line) who is currently taking an intensive course in Systems Analysis and programming. He entered (and refrains from calling it the "Diplomacy Hobby") the British postal games hobby in 1977 while at University after a couple of games of face to face Diplomacy, and quite a lot of fantasy role playing. In the following years he played En Garde!, Formula One, and a couple of FRP games postally until 1984 when he started two of his three Diplomacy variant games. One of those was suffocated by a disorganized fold, one has just finished, and the third is on its last legs. "I provided occasional articles and artwork to other zines, including my work on "Graphics for the Editor" which has appeared in Brux Linsey's Once Upon a Deadline amongst other places, before taking Psychopath over from Mike Dean, continuing it as Prisoners of War!, now at issue 15," Wallace says.

Prisoners of War! is one of the largest (60-68 pages each issue) and best looking zines in the UK postal hobby at the current time, and with deadlines set 7 weeks apart aims to cater to the foreign player.

The zine carries a fairly mundane letter column (He knows, he says, because he edits it!) and a variety of articles on topics as widely separated as book and film reviews, motorcycle maintenance, and The Vikings, written by Wallace and co-editor Doug Rowling (the UK end of the very useful International Subscription Exchange) or our subscribers.

Derek Sutherland produces the sprawling subzine "Between the Wars" which specializes in American football talk and game reviews, and is the home for the Diplomacy games and Touchdown! -- the successful American Football simulation designed by John Norris. In addition to a number of Dip variants, POW! offers the best-written En Garde! campaign in the country, a Wild West game, Sopwith and Sagittarius (both WWI aerial combat simulations) and a few other odds and ends. Overseas subscribers are welcome, and where possible we shall endeavour to overcome potential postal problems by sending out early game reports where letter writing is essential, or else modify the game's deadline to suit, & occasionally send excess copies to Simon Billenness for the Zine Bank.

Because neither Doug nor Wallace would be classed as game junkies they look for a zine which contains more than just game reports. In fact, for them zines need not carry any games so long as there is some worthwhile reading matter. They try to make POW! into what they, themselves would like to receive.

While he realizes that in America the postal gaming hobby is the Diplomacy hobby for the most, he also stresses that in the United Kingdom the term "postal Diplomacy hobby" no way reflects the multifarious range of zines which covers the many corners and backwaters of the UK Postal Games Hobby. Wallace doesn't even consider himself as being a true-blue Diplomatist.

The Zine Register lists about twenty or so mainstream United Kingdom games zines. The most recent British equivalent lists in excess of 120 British zines, and there's a further burgeoning section of FRP zines which exist on, or beyond, the outer limits of the postal games galaxy. It is difficult to put any sort of classification on British zines, or try to delimit what the edges of the hobby are. You can try for such as the Zine Poll, by stating various qualification criteria, thereby

eliminating much of the periphery. Yet people will still vote for a zine, whether eligible or not.

Many of the younger gamers (and the not so young) have been exposed to the spoonfeeding tactics of TSR et al. with their various FRP products. The rejection of such, and the development of personalized campaigns and rules has led to the establishment of a number of new zines centered around campaign reports or background articles from those with knowledge of offbeat topics. Pete Tamlyn's The Acolyte was perhaps the first to bridge the gap between FRP and the more serious side of postal games. Since then many have followed. It was inevitable that some of these gamers -- and in the past there were "real" wargamers -- would find their way into the postal games hobby, as players and editors, through postal versions of FRP campaigns. Their appearance as zine editors is despised by many of the traditionalists, but FRP is providing the postal hobby with new blood. Many of the FRP-based zines have changed direction and now contain postal games sections, with old favourites, and unique home-designed campaign games drawing on experiences gained from FRP.

Some of the more traditional hobby members like to see the hobby in neat little pigeonholes. Fortunately this will never be the case, and the wide range of zines available allows virtually anyone with a passing interest in games of some sort, serious through to downright silly, to find something that will attract them. "When looking through the Zine Register I have noticed a slow trend away from purely Diplomacy magazines in the States, though I am amazed at the relatively low subscribe levels in comparison with the UK. I feel, perhaps because of the smaller size of this island in relation to the vastness of the States, that it makes for a much tighter body known as "the hobby." There are only a couple of major (Dippy biased) conventions each year (MANORCON in July, and MIDCON in November) with 150-180 attending each event. Diplomacy is the central activity of perhaps half of those attending. The weekends are more social, than competitive, and while much drinking is done, a wide variety of games will be played. Yet it seems that there is far less interest in FTF Diplomacy here. There are numerous other chances to meet one another, such as at monthly Hobby meets in almost every major city in the country. These meets are usually held in pubs, midweek, and are very informal in nature, with few or no games being played. Editors are regular attenders, often bringing copies of their latest issue, thereby saving on postage! The best attended hobbymeets are in London, and in easy reach to a large number of editors, though those out in the sticks must make do with smaller, less well attended affairs.

"I also know that should I be away from home on business, or vacation, then I will never be without a bed for the night, or a drinking companion. It is quite surprising how many non-hobby people envy my social life (but do they realise the almost full-time commitment of spare time Monday to Friday?), shooting off all over the country for weekends to meet such a wide variety of friends, while all they can look forward to is the same dull pub and drinking companions each and every weekend."

MORE CONGRATULATIONS TO TWO MORE WINNERS

Lauds to Geoff Challinger, publisher of Home of the Brave, for taking first place in this year's (1986, anyway) British Zine Poll; and to Christopher Schunck, of SAU, who won the European FTF Diplomacy championship title at EUROCON this past November. A click of the wooden shoes to Gerrit-Jan Hondelink, of Germany, who won the Dutch championship at that same event.

1986 BRITISH ZINE POLL RESULTS

| <u>Rank</u> | <u>'86</u> | <u>Rank</u> | <u>'85</u> | <u>Score</u> | <u>'86</u> | <u>Title (Publisher/Editor)</u> |
|-------------|------------|-------------|------------|--------------|------------|---|
| 1 | | 3 | | 17.12 | | Home of the Brave (Geoff Challinger) |
| 2 | | 2 | | 16.9 | | Dolchstoss (Richard Sharp) |
| 3 | | 11 | | 16.45 | | Thing on the Mat (Pete Doubleday) |
| 4 | | 25 | | 15.76 | | Take That You Fiend |
| 5 | | 6 | | 14.94 | | Denver Gloat |
| 6 | | 5 | | 14.91 | | Zine to Be Believed (Nick Kinzett) |
| 7 | | 1 | | 14.52 | | Mad Policy (Richard Walkerdine) |
| 8 | | 17 | | 14.47 | | Vienna |
| 9 | | 23 | | 14.32 | | Prisoners of War (W. Nicoll & D. Rowling) |
| 10 | | 13 | | 14.15 | | Dib, Dib, Dib (Tom Tweety) |
| 11 | | -- | | 14.05 | | Cassandra |
| 12 | | 24 | | 14.04 | | NMR! (Brian Creese) |
| 13 | | 56 | | 13.9 | | Faster Than Light |
| 14 | | -- | | 13.62 | | Veni, Vidi, Vici (Brian Frew) |
| 15 | | 37 | | 13.43 | | Diversions (Rip Gooch) |
| 16 | | 10 | | 13.31 | | Cut and Thrust |
| 17 | | 8 | | 12.43 | | War and Peace (Derek Caws) |
| 18 | | 35 | | 12.41 | | Now Eat the Rabbit |
| 19 | | 62 | | 12.24 | | Infernal Desire |
| 20 | | 16 | | 12.18 | | Rostherne Games Review (David Watts) |
| 21 | | 19 | | | | Morrigan (Alan Kennedy) |
| 22 | | 20 | | | | Gazfinc (Richard Bairstow) |
| 23 | | -- | | | | Roar of the Greasepaint |
| 24 | | 7 | | | | Greatest Hits |
| 25 | | 46 | | | | Bruce |
| 26 | | | | | | Hopscotch (Alan Parr) |
| 27 | | | | | | Back to the Dark Ages |
| 28 | | | | | | Ode (John Marsden) |
| 29 | | | | | | Gallimaufry |
| 30 | | | | | | Lokasenna |
| 31 | | | | | | Froggy |
| 32 | | | | | | Mellow Yellow |
| 33 | | | | | | Masters of the Prime (Bryan Betts) |
| 34 | | | | | | C'est Magnifique (Peter Sullivan) |
| 35 | | | | | | Lost Cause |
| 36 | | | | | | Quartz |
| 37 | | | | | | White Rabbit |
| 38 | | | | | | Boojum |
| 39 | | | | | | Road Goes Ever On (Gary Piper) |
| 40 | | | | | | Pigbutton |
| 41 | | | | | | Bohemian Rhapsody (Malc Smith) |
| 42 | | | | | | Ring |
| 43 | | | | | | Rag |

As you will note the above results are not complete. If you want the complete results of the 1986 British Zine Poll contact John Piggot, Central Wall Road, Canvey Island, Essex, SS8 9PJ, United Kingdom and ask for a copy of Ethil the Frog 96. John announced the results of this year's Poll at MidCon, surely a good way to get lots of attention. He used a preference matrix, and average votes system, excluded most non-Diplomacy magazines, and foreign magazines, and seems to have come up with a fairly reliable product. There are, as always, the usual lauds to the winners and moans and groans about the losers. The one thing I noticed in reading the comments in a half-dozen or so 'zines was that they all sounded exactly like similar comments about the results of this year's North American Zine Poll. One big difference this

year was the elimination of non-British publications. So naturally there was a big row over what was and what was not a British publication. In the long term it's probably for the best and I'm sure it will be a boast to the continental hobby publishers. The results of the first European Zine Poll should be found elsewhere in this issue.

During the preparation of this issue I've had a chance to examine some sample issues of a wide variety of British publications all up and down the Zine Poll results. Some of them I would have ranked higher than my British cousins, and some definitely lower. But, all in all, I would say that their publications are every bit as good as ours and, in many cases, much better. But then there's no accounting for some people's taste, is there?

Obviously, if you really want to learn what British 'zines are like you have to get in and read. Fortunately, there is an easy way to do that, as you will see.



TWO THAT DIDN'T MAKE IT

Two items that didn't make it in time for inclusion in this issue were the results of the first European Zine Poll and the reviews of various overseas Diplomacy and gaming publications which I intended to write.

We will have the results of the first European Zine Poll, for Diplomacy publications outside the UK, next spring. And, since by then I should have seen more samples of various European publications, I may write some reviews of some of them. It's difficult to do so based on one or two issues. Still, just based on what I've seen so far I am very impressed with the quality of the publications I have seen. I have no reservations about commending them to you.

THOUGHTS ON THE CUP AND THE 1988 SUPERBOWL

By the time you read this you should know who won the America's Cup competition in Fremantle, Australia. As I write this Dennis Conner is eight sailboat victories away from beating the Kiwis with his Stars & Stripes, which is sponsored by the San Diego Yacht Club. Beating them would give Conner a chance to face the Australian defender and bring the Cup—and hosting rights for the 1990 competition. It is no secret that I hope the Kiwis will take the Cup away from the Australians. Failing that I hope to see Australia keep the Cup. That probably sounds like an unAmerican attitude but it isn't. I felt the same way at the 1984 Summer Olympics when I was rooting for Japan to beat the USA in the baseball game for the gold medal. Winning the gold, or the Cup, would be no big deal for the USA, but it would be a definite boost to foreign competitors in what is supposed to be an international event. For the same reason I was delighted to see Malc Smith win the American Diplomacy championship at last year's DIPCON. I've been hoping someone from a non-English speaking country would win that event for years, and Malc's as close as you can get to that! Another factor in my attitude is the attitude of Dennis Conner and his Sail America backers who I've met with. They seem to have this strange attitude that we; San Diego, the United States, etc. owe them support for their defense of the Cup. Frankly (and here comes the bomb!), we don't owe them a thing. I've been a life-long resident of San Diego and I can't recall one thing that the San Diego Yacht Club has ever done to for this community as a whole. For years they were an exclusive group catering to the rich who indulge in yachting as a weekend sporting event. Now they expect the City to come up with

See page 53.

A LOOK AT BRITISH DIPLOMACY MAGAZINES

Derek Caws

THIS IS a particularly good time to write this article; since the results of the UK Diplomacy Zine Poll have just been announced by John Piggott. The 1986 Top Ten read as follows:

1. Home of the Brave
2. Dolchstoss
3. Thing on the Mat
4. Take That You Fiend
5. Denver Glont
6. Zine to be Believed
7. Mad Policy
8. Vienna
9. Prisoners of War
10. Dib Dib Dib

The winner, Home, published by Geoff Challinger, is a fairly "typical" mainstream British zine; that is, it runs around a dozen games of Diplomacy and the occasional variant, with plenty of reading material on the Hobby and many other topics, such as music and politics. It is one of a group of zines which really form the "center" of the UK Hobby, along with Mad Policy, NMR!, Denver Glont, and several others. These zines are all relatively similar (in the best possible sense), and are often accused of forming an elite "clique" at the head of the Hobby. This really isn't the case, although it may sometimes appear that way, as the editors concerned have relatively similar interests, and often know each other rather well, so frequently write about each other.

Outside this group, the UK Hobby is much more varied than the North American Hobby or so it seems to me. Zines range from those already mentioned, with their concentration on Diplomacy and "chat" to publications such as Diversions and Hopscotch which run no Diplomacy at all, and concentrate exclusively on running large numbers of non Diplomacy games to reliable deadlines; and zines such as Thing on the Mat and Now Eat the Rabbit where games of any kind are really only a sideline to the main business of publishing articles on an enormous range of "Real World" topics. The British Hobby generally covers a much wider range of interests than the North American counterpart. As well as the variety already mentioned, there are also many postal gaming zines which cross over into other areas of fandom, such as Quartz with its science fiction contacts and numerous zines which have quite strong links to the Fantasy Role Playing hobby, about which the less said the better.

There is certainly plenty to please everyone in the UK. Ode, for example, is a regular, reliable zine which concentrates on Diplomacy and its variants, with a few other games. Almost all of the reading material is games related, including frequent articles on Diplomacy and Variant strategy. On the other hand, a typical issue of Thing on the Mat will include material on life, politics, music, and books, with just a couple of games.

Variant fans are catered for by C'est Magnifique and Gallimaufry, two widely differing zines in themselves. CMag is small and scruffy, but very reliable and fast (three week deadlines, weekend turnaround), whilst G is more relaxed and chatty, specializing in amazingly complex variant designs.

Meanwhile, board wargamers are catered for by Zine to be Believed, which, in addition to Diplomacy, runs and writes about a wide range of complex games such as Empires of The Middle Ages, Civilization, etc. At the other end of the spectrum, Rostherne Games Review runs only games of Railway Rivals, which the publisher, David Watts, invented himself.

Diplomacy fans are catered for by Dolchstoss, which runs nothing else, and writes almost exclusively about the game and the Hobby, with a specialty in the "good old days," since Richard Sharp is something of an old timer. As is Richard Walkerdine whose Mad Policy rightly claims to represent the centre of the Hobby. Richard has an enormous range of trades (No one uses mutual subs here!), so MP is the place to look for Hobbynews and Hobby discussions.

Different again is Dib Dib Dib, which is a must for fans of silly letter columns and a WWI airplane game, Sopwith, whilst Cut and Thrust concentrates on En Garde. Then there are a whole range of zines which run little but soccer simulations, and a similar number of zines which concentrate on all aspects of fantasy role playing. Yes, there is something for everyone.

One thing which the British hobby prides itself in is it's unity. A notable omission from the above selection is a feud zine, because you won't find one in the UK. Violent discussions are common, of course, but the Hobby here is able to take a unified view on many important issues. Thus, our Services are all centrally run, with coordinated recruitment and novice publications, rehousing services, etc. A possible exception to this is the British version of the Zine Register. Since Simon Billenness deserted Britain to publish the North American directory, the British edition has been something of a weakness. Simon's old Twenty Years On was run by a succession of editors before it collapsed in a heap, to be replaced by Martin LeFevre's similarly unreliable and awfully titled Zine With No Name. We've not seen a directory zine at all for some time now, but there may well be two rivals on the scene by the time you read this. The Mission From God is a combined effort from Pete Doubleday, Pete Tulkand Iain Bowen, which is a chatty, entertaining look at Britain's zines, whilst the official successor to ZWNN is expected to be John Dodds although rumor has it that this may not now appear.

Still, I have managed to get this far without mentioning my own zine, War and Peace at all. Of course, this cannot be allowed to continue. W&P is first and foremost a Diplomacy zine: it runs nothing else, and regularly carries strategical articles. It's also one of Britain's premier international zines (along with Prisoners of War), with a wide and increasing overseas coverage, and international games on offer.

But, I must urge you to take a look at the British Hobby. As I hope I've shown, British zines exhibit unlimited variety, and there must surely be something for all tastes listed above. It would take far too much space to list all the publishers' addresses, but instead you might like to contact:

Pete Tulk, 76, Portland Road, Edgbaston, Birmingham, B16 9QU, UK
(Mission From God)

Keith Loveys, Room 7, 50, Warwick Rd, Earls Court, London SW5, UK
(UK Zine Bank)

Derek Caws, The Old Kitchen, Bere Farm House, North Boarhunt nr Fareham, Hants, PO17 6JL, UK (that's me!).

For information on how to order UK publications see "A Selection of International Diplomacy & Gaming Publications" elsewhere in this issue.

AN ENGLISHMAN'S VIEW OF ENGLAND

Derek R. Caws

The potential of the Pink Empire has always been a subject of debate. Most hobby writers have put forward the country as one of the strongest on the board. Whether this is based on sound theory or blind patriotism is difficult to say, but England's results do not match these expectations, and recent trends are towards even more disappointing results.

England's initial choices are ostensibly similar to those of most other countries at this stage of the game, two major alternatives, in this case to ally with France against Germany or vice versa. The choice is in fact more varied than this. Russia plays a considerable part in the early decisions, despite its apparently distant site, and England has another choice which is almost unique. The chance of playing off the two closest neighbours against each other is very good and, unlike other countries' attempts at this, leads to England actually surrounding both his neighbours, rather than the other way around.

But to more straightforward ideas at first. In view of those two fleets eyeing each other across the English Channel, England's most natural ally is perhaps Germany. The Kaiser is certainly no bad choice for our meglomaniac King, principally because the structure of the alliance almost inevitably leads to that classic situation: England building fleets, and Germany armies. Not only does this guarantee the Atlantic for England, it also establishes that enviable situation where England can stab Germany almost at will, whilst the reverse is near impossible without loud and clear warnings of a fairly ambiguous nature. Reasons why England doesn't therefore win every game are two fold. One, obviously, is that Germans are pretty much aware of the potential threat of the classic Anglo/German alliance; I'm not saying the alliance is disastrous for Germany, past experience clearly indicates otherwise, but once the army/fleet structure becomes established, it's difficult to see how Germany can possibly win. Two, and perhaps less obvious, is England's recurring nightmare: the distance and inaccessibility of the Stalemate Line, but more of this later, no doubt.

And so to France, and a potential problem. Both countries have, or perhaps should have, designs on the Atlantic naval sector. Even from the start, the prospects look ominous, when those two fleets stare at each other over half an inch of light green board, although the two collide surprisingly less often in 1901 than you might expect. Later, the differences can be easily and straightforwardly settled: England sends his fleets north, whilst France steams south and never the twain shall meet. This leads to a so called Western Juggernaut, and can be as powerful as its eastern namesake. Whilst England piles into Scandinavia and Russia, France heads for Italy and they cooperate over Germany. There are compromises though. England loses his most valuable asset, control of the Atlantic, which is his almost by right, perhaps, and the boundary between the two is hardly ever stable, and here France holds a few more trumps, or rather, England holds considerably less. The way into England via the North Atlantic Ocean is always much more open than the route south through the Mid Atlantic Ocean, a bottleneck which France can garrison quite well, and the land battle just isn't a fair fight. England can have enormous problems supporting his necessarily limited land forces, whilst France can stockpile armies in Germany to much the same effect as the Superpowers stockpile nuclear warheads in their arsenals. The Anglo/French alliance is a strong, but rare, species, but similar to the Anglo/German combine. I can't help feeling

it's strongly unbalanced in favor of one of the partners, only here England has lost control of the loaded dice

Meanwhile, English Scandinavian policy is straightforward, albeit a little too predictable, perhaps. Control of Norway is virtually guaranteed, it's a long and unfashionable shot for Russia to head that way in 1901. And, almost as regularly, Norway leads to St. Petersburg. This is a strange centre. Ostensibly Russian, but it's almost as if Mr. Bredin painted it the wrong colour, such is the frequency of English occupation. And of course, in itself, it means nothing. Such is the design of this area that England can take over responsibility for St. Petersburg without hindering, or perhaps not even offending, Russia to any fatal extent. The action is almost inevitable, and can be carried out almost completely independently of England's strategy elsewhere.

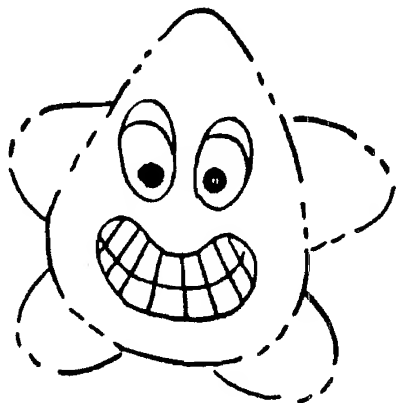
Except, that is, in the special case of an English alliance with Russia itself, but perhaps even tyhen. This northern alliance is very unusual, but one I rather like, as evidenced by my article in War and Peace number three. Once Russia has sent Germany on his way to Sweden in Fall 1901, whilst opting for the Baltic himself and urging England to follow up to Denmark, the rest is easy. Germany will surely crumble, and the alliance will have a good site for further expansion and eventual world domination. The idea fails, or rather doesn't get off the ground, simply because of outside pressures: France, Austria, and Turkey; and the forces of conventionality.

The Anglo/Russian is one to watch, though, and perfectly compatible with England's naval abitions. Except in the case of the French alliance, these should be set fairly high, control of the Atlantic at the very least. This virtually ensures English survival, and guarantees it if those initial three enemy fleets north of Gibraltar can be eliminated, not an easy task to be honest, but achievable. The best way no doubt is to ally with both Germany and France against each other. We aren't really interested in Belgium, but if we are offered it so much the better. What we are really trying to do is surround both our neighbours with fleets, MAO, NTH, SKA, and Sweden whilst they lock in combat along their frontier and lose the key somewhere in the Ruhr's industrial jungle. Whether it's best to first help France against Germany, or vice versa, and then creep in the back door depends on circumstances and is more or less irrelevant to the naval expansion which sets up the eventual stab.

But control of the Atlantic is only the first, albeit major, step and this is when the problems can really start. That Stalemate Line is a long way away, and if we don't hurry we won't even get past Gibraltar. The occasions England reaches the Ionian must be negligible, but I bet he wins every time. The Stalemate Line is no easier to reach from the other side. St. Petersburg is easy, but Moscow? And when did you ever see a pink unit in Sevastapol? Pete Calcraft may have seen one, but he's not saying.

England's failure, though, is no Calcraftian secret. That Stalemate Line is farther away than from any other country, including Turkey who has a fairly short naval route. Added to this, the route to the line is littered with obstacles, such that St. Petersburg and Gibraltar are most usually the limits of Anglo/Saxon influence. Given the inevitable rate of eliminations (due more to the very nature of the game than any particular defensive weakness, indeed, as in real life, England has a naturally advantaged and very secure defensive position), and the appalling victory rate, it should really be little surprise when England is languishing near the foot of the Calhamer table. But, no King should despair, given the right approach. All countries have their strengths and weaknesses, but perhaps more than most countries, England needs

to be particularly aware of his own. Short term strategies are just that, and shortsighted too. If England's going to win, that means keeping an eye on that Stalemate Line right from the start, and keeping it firmly on the horizon no matter what happens; no wonder Sharp sees England and France as natural and inevitable enemies.



I BET YOU'VE NEVER SEEN
A 600 POUND INVISIBLE ARMY!

DIPPY Doodles

JR

ON ABNORMALITY

For those of you seeing your first issue of DW I should explain that this is not a normal issue of DW, if such a thing can be said to exist. This is a "theme" issue; which means that all the major items in the issue are oriented toward a specific subject, in this case our "World Diplomacy" theme. Even more unusual is the fact that most of the major features were written by overseas hobby members.

Hopefully, you'll enjoy it.

But I should point out to you that normally DW consists of materials contributed by the staff members dealing with strategy and tactics, variant games, ratings, regional reports on hobby events, zine reviews, and other items of general interest. Feature articles of all types are

welcome and always needed for the zine. Anything related to the game or hobby of Diplomacy is suitable subject matter. Length can run from 2-3 typed pages and short filler items are also welcome. Artwork is always appreciated. Camera ready copy is desired but a good clean typed copy is also acceptable. Neat handwriting or printing is OK. We prefer original materials but in cases where the author is also a publisher and wants to print his own material in his own publication that's acceptable. Serious articles or humour is equally welcome. While we don't pay for articles used; we will have, starting this year, a way of rewarding contributors to DW. More on that next issue. The deadline for our next issue is 1 April and for our summer 1987 issue the deadline is 1 July. If you have an idea for an article, please drop me a line. Remember, the more materials you contribute to the zine the less Peeribleah you have to read. That should be incentive enough for anybody. So, why not give it a try?

SEASONAL THOUGHT

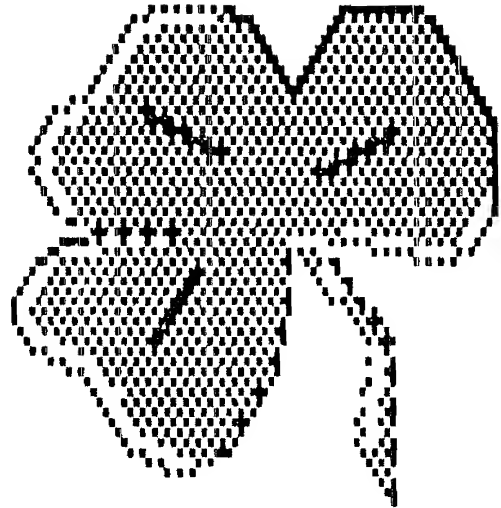
We welcome the views of others. We seek a free flow of information across national boundaries and oceans, across iron curtains and stone walls. We are not afraid to entrust the American people with unpleasant facts, foreign ideas, alien philosophies, and competitive values. For a nation that is afraid to let its people judge the truth and falsehood in an open market is a nation that is afraid of its people.

John F. Kennedy

THAT OTHER ISLAND OF DIPLOMACY PLAYERS

Nicholas Whyte

I am the only Irishman on the list of invited participants for Diplomacy World 45, and so I suppose much of what follows will concern the "national hobby" of Ireland. I myself was born in Belfast, Northern Ireland in 1967, and lived there until 1984, apart from short spells in the USA and Holland; I finished grammar school in Northern Ireland the following year, and spent a "year off" wandering between Northamptonshire, England; Heilbronn, Germany; Armagh, Northern Ireland; and Dublin, Ireland, where the rest of my family now live. I am now studying for at least, I hope, the next three years in Cambridge, England.



I was introduced to the game of Diplomacy by Belfast Public Libraries' copy of Richard Sharp's book in January 1983, and played several games in school. In November of that year, I was caught up in the re-start of Dolchstoss, and have been playing postally ever since; my younger brother William was at the time partially and eventually wholly responsible for a zine now known as Now Eat the Rabbit, NERTZ for short. In early 1985 I too started publishing Coolnacran, which lasted for five issues before I realised that I hated collating the damn thing and enjoyed playing games far more than running them. I have played in a couple of Dutch zines, notably Brutus, maybe in half a dozen English ones and in nearly all the Irish ones; not just Diplomacy, but also variants, and the excellent but little-known Parliament by Hartley Patterson.

The Irish hobby is very closely associated with that on the neighbouring larger island; in fact for most purposes they are the same hobby.

All Irish zines have British subbers; almost all Irish players play in British zines. But there is more to it than living on a particular island; all of the active subscribers and publishers, North and South, know or know of each other, and this is mainly because, with a couple of exceptions, they live within a few miles of Dublin or Belfast.

I would also say that many more Irish players play a regular FTF game which they also play postally than would be true of a similarly-sized US State or English county. At one stage the regular week-end Diplomacy variant (most often Lew Pulsipher's 1939 II if you're interested) was a regular fact of life in Dublin. I successfully organized two Belfast hobby-meets. As far as I know, there are currently five zines being published in Ireland, two in the South (my brother's NERTZ and the consortium-produced The Mystery of the Pyramids - alright, I admit it, I'm in the consortium) and three North of the Border (the infamous Morrigan, reviver of postal Parliament, irregular but large; the more modest Cassandra, produced by my old schoolmates Anthony Bourke and Damien Maddalena; and the friendly Lost Cause, produced in the wilderness of County Tyrone by David Crawford).

My experience of other hobbies is not huge. The English are known for being rather insular, as you would expect from such a large hobby; the same is probably true of the majority of American players. The Dutch hobby is a good deal smaller, and seems to be based mostly around the Hague/Leiden area and Groningen; mainly because of the universities in those areas. Now that I too am a student, I have become involved in the Cambridge University Diplomacy Society, for regular face-to-face backstabbing.

My favourite country? Turkey. I think there is much more more to be said for it tactically than most people realize: I go through phases of writing articles about unusual strategies for it (the Turkish Hedgehog, F(Ank)-Con and A(Smy)-Arm; the Austria/Turkey alliance). I have no opinion on whether or not an Irishman plays Ireland differently from an Englishman; though can it be due to heredity that I dislike playing England? My favourite variant? Downfall VIII; or indeed any Tolkien variant. Not that they can really compete with the original game. However, I reckon the best postal game I have played is the aforementioned Parliament.

If I am sent a zine, what makes me subscribe? Interesting subject matter; well-written articles; and, rather important, being able to read the language (though I know Dutch, German, and French well, and can struggle through Spanish and Italian).

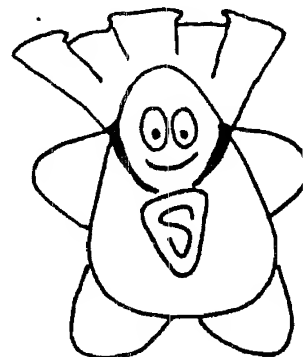
I wish Diplomacy World well with issue 45; I am honoured to have been invited to participate. Cheers.

ST. VALENTINE'S DAY MASSACRE

Perhaps the oldest American hobby tradition is that of St. Valentine's Day. Although the exact date of the first event by that name is lost in the pages of hobby history, we do know that the first St. Valentine's Day Massacre took place well before the first hobby DIPCON. In fact, it may have been the first hobby game/social event/convention/tournament. Since none of the original participants in the first STVDM survived that event we only have legend, and rumor, to go on.

However, it does seem almost certain that the men present did wear suits, white ties, and hats; and the ladies wore dresses, all red, of course. Legend also has it that Bloody Marys and Sloe Gin Fizzes were the drink of the day. Instead of stilletoes, the participants packed .357 Magnums in their hip pockets and Thompson "sawed-off shotguns" in their maroon Dippy boxes.

That first game was a short but bloody one, and all seven players fought for the honor of playing Italy. In fact, the competition for the right to play Italy ended the first STVDM before the game even started when all seven players drew a green token, and a wild gun battle ensued. Traces of that first STVDM survive in local STVDM events held all over North America each Valentine's Day weekend. Even today, from Brooklyn, Ny to Chula Vista, CA to be the Italian player at a STVDM game is considered only second to being the English player at a LepreCon. I know, because a very wise old Turk told me so.



SOMETIMES IT HELPS TO
PSYCH OUT YOUR OPONENT

DIPPY DOODLES * JR

Veni Vidi Vici

Brian Frew

In his trawl through the Diplomacy playing world Larry didn't invite any Irish contributions, however, in contacting me, he has inadvertently rectified this omission since I am originally from Belfast. (There are in fact several Diplomacy magazines based in Ireland: Morrigan, Lost Cause, and Cassandra come to mind).

I am 34, a teacher in a school for mentally handicapped children and I've been working in England since 1973, for reasons with which you will be all too familiar from your television screens.

I've been involved in the postal Diplomacy hobby for nearly five years now, ever since I first contacted one Dave Thomas, who ran a magazine called The Church Mouse. In addition to the magazine Dave also ran little local game conventions which were great venues for meeting interesting people and stomping all over them in Diplomacy games; a great way to cement a relationship! Well, it must work; some of them were the first subscribers to Veni, Vidi; Vici.

The Church Mouse was much loved by it's readers for it's manic chat and creative use of the photocopying medium but it had one big problem; it fully lived up to what my wife informs me would be a librarians category for a magazine; it was an "irregular publication." Finally it became so irregular that Dave gave it up altogether.

Linda, my wife, had predicted right from my first involvement that I would end up producing a magazine, and the demise of the Mouse spurred me into action. However, and I think that this is important for any aspiring magazine editor, I had my own ideas on what I wanted to do and I set out to produce something rather different to a more efficient clone of Dave's organ.

I suppose the most "off centre" aspects of the magazine are the interest in Chess and the microcomputer subzine Marvin's Bit produced by fellow teacher Bernard Emblem. When I started up I thought that there just had to be a significant number of postal Diplomacy players who are, like me, also interested in Chess, and so it has proved. We have successfully run a ten man team in the British Postal Chess League" and next year we will be running two. Bernard's column has also built up a following, which isn't too surprising given the enormous popularity of micros in Britain.

Naturally Diplomacy is the main game of the magazine, (five at the moment), and we are also running "Milan" Diplomacy, Machiavelli Sopwith and Cluedo, (very popular this). There is also a Scrabble variant called QuadroScrabble and an ongoing Chess game between the readership and my brother. These last two are useful in that they give new readers something to get involved in right from the start.

As far as the readership of VVV is concerned it is mainly British as you would expect with a smattering of Irishmen, a couple in Germany, and a Dutchman. We would be delighted to increase our international contacts and sample copies are available to anyone interested.

What of my own playing activities? Well, I have a 100% record! I've won the only game I've played in that has come to a conclusion so far. Mind you, I have high hopes of my original Church Mouse game, still struggling on after all these years. My favourite country is Russia, though I have a perverse liking for the problems of playing Italy. My pet hate is England and so far I have successfully avoided

it either postally or face to face.

After initially shying away from them I have now played quite a few variants. The ones I have liked are "Mercator," "Machiavelli," and a new one designed by the Scottish player, Allan McGregor, called "Lebensraum." This is set just prior to World War II and does away with supply centers in favour of oil and iron resources, (which convert into fuel and ammunition for the armies and fleets), and factories. Playing "Mercator" is a fiendish business. I was eventually crushed by a combination of Argentina, India, and Australia descending on my hapless South Africans. They didn't even try sanctions, never mind "constructive engagement!"

For a sampler of Veni, Vidi, Vici write to: Brian Frew, 40, Thorns Close, Astley Bridge, Bolton, Lancs, BL1 6PE, England.

THE INTERNATIONAL DIPLOMACY HALL OF FAME

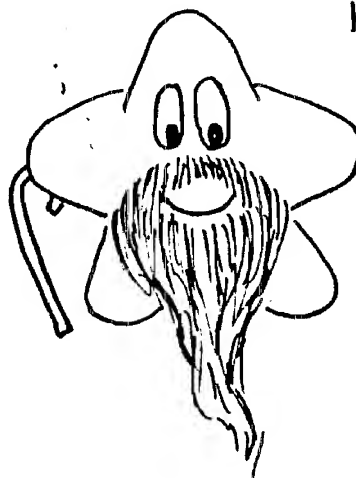
Another American hobby tradition is the International Diplomacy Hall of Fame which, as the name suggests, was established to recognize life-long achievements by members of the Diplomacy hobby, not just accomplishments within a specific time frame or in a specific area. Election to the IDHOF is considered to be the highest accolade the hobby can bestow on one of its past or present members, and every effort has been made to make the nomination and election process as "non-political" as possible. Members of two different committees nominate and vote on election to the IDHOF and nominees are picked carefully from both the hobby's current membership and its past. Elections are held every two years only.

In the first two elections seven members were selected each time to establish a base membership for the IDHOF. Those who were elected were the names you might expect: Calhaver, Buchanan, Walker, von Metzke, and more. In the last regular election three new members were added to the roster of members and they continued the tradition of picking only the best candidates for this honor.

Alas, with the exception of a Canadian or two, the IDHOF has not lived up to its billing as an "international" assembly. Those who listen to the Dark Side of the Force would say that this is because Americans are egocentric and not interested in recognizing the substantial accomplishments of hobby members overseas. Those who hear the Light Side of the Force would say that they hesitate to confer such an honor without input from overseas. Two years ago several overseas publishers and I discussed this and we agreed that it would be appropriate in the future to expand the IDHOF elections to include more overseas committee participants and, hopefully, more overseas members of the IDHOF. So, if you are either a North American or overseas hobby member with an interest in this area and some knowledge of hobby personalities of the past and present, and would like to serve on either the nominations or elections committee for the IDHOF please let me know soon.

Needless to say, if you'd like to nominate someone for membership in the IDHOF you are welcome to do so. Please send your nomination, and a brief letter explaining why you think this person should be elected to the IDHOF to me by 1 March, 1987. Seconds are welcome, but not necessary.

DIPPY DOODLES ★ JR



AND THEN
HE REQUESTED
A DELAY OF
THE GAME
BECAUSE TWO
OF THE STAND
BYS HAD DIED
OF OLD AGE

PARLEZ MOI DE DIPLOMACY!

Charles Arsenault

Let me first apologize for my poor English. You see, the situation is weird. I have been approached by Diplomacy World to write something about the hobby (we can't talk about anything else, can we?) here in Belgium. The truth is that I've been here only since September 1985. The pure truth is that I'm a Canadian and worst of all come from the province of Quebec (no pea soupe, thank you) or Montreal if you prefer. We won't start a fight again here but I just want to warn you about possible mistakes I might make in this article. My native language is French. I've always spoken French and now I'm living in the French speaking part of Belgium: Wallonia.

OK, a quick look at Belgium before I go into details about Diplomacy and the hobby. Belgium, as every player of Diplomacy knows, is surrounded by France on the West, Luxembourg on the south, West Germany on the East, Holland on the northeast, and the North Sea on the north. We find here peoples who speak French, Flemish (or Dutch), and also German (the minority). It's a small country (300 km. x 150 km.) with something like ten million heads. It's the second European country in terms of population density (Holland comes first). Just say you can never find a quiet place and be alone for...10 minutes. Very embarrassing when you are with your girl friend. It's a young country on an old continent. 1830 is the date of independency. England wanted it not long after Napoleon got caught with Josephine in the fields of Waterloo. The country is definitely separated into two parts. The French part: Wallonia and the Flemish part: Flanders. No doubt about it, it's a cultural division, not a political one. But it is true that there is more and more political problems surrounding this. It is just like Quebec in Canada. But here the problem is more difficult since there is no majority; we can count about four million people in Wallonia and six million people in Flanders. In the late sixties, the problem reached a crisis point and the two regions decided to separate. That's why you now find a city here called Louvain La Neuve (New Leuven), where I live, and Leuven (the old); two of the main university towns of the country. But we're not here to talk about problems but on the contrary about what unifies the entire world, and I say it is DIPLOMACY.

I'd prefer to write about the Belgian beers but it would take too long since we easily count 350 different kinds of beer produced in Belgium. If you hear something about raspberry beer or cherry beer (Kriek, Gueuze, spontaneous fermentation beers), or Duvel, Orval, Chimay, Rochefort, Mort Subite (sudden death), Pêche defendu, Ecu (28 degrees), Leffe, Vieille villers, Stella Artois, Rodenbach, Watou, Gauloise, Jupiler, Vieux temps, St.-Feuillien, Boon, Bellevue (to name just a few), think about Belgium and try...it's worth it.

When I was in Montreal, I was publishing Scipionibus, a local magazine with only French speaking players from the surroundings. I had a lot of contacts with the European magazines from France (Vortigern, Roland Prevot) and from Germany (Sauri's Allstar) which are constantly growing.

So when I arrived here in September 1985, I didn't have much trouble finding players in Belgium and getting acquainted with the local hobby. Even though I'm not a real Belgian, I feel comfortable enough to write for you about what is getting done here from a Diplomacy player's point of view. I confess that I was helped. Last summer, I went to Michel

Liesnard with my cassette recorder to interview him. I thank you a lot Michel for your hospitality and for your beers (you can count on him for this).

It all began in 1970 when Michel Liesnard and Michel Ferron, both greedy of Science Fiction and of wargames, went to a Science Fiction literature convention in Heidelberg, West Germany. There they met some Americans (if you recognize yourself, stand up) who were playing a face to face game of Diplomacy. They returned to Brussels enchanted to have discovered the game. They were the first to publish a Diplomacy fan magazine within continental Europe: Bou-Chou-Chou. The hobby was well known then in England but didn't cross over the English Channel. It That was in February 1971. From that magazine was born Delenda Carthago, edited by Thierry Plume, then by Michel Labbe, and at the end by Michel Ferron; and later came Chanteclerc in early 1980 which lasted until number forty-nine, again published by Michel Liesnard. The first international convention was held in Brussels at the Hilton in 1974. The convention was repeated each year for the next five years...after that, things were not the same anymore. In 1987, we see a major group of players around Mach Die Spuhl published by Alain Henry (rue des guillemins, 39; B-4000 Liege, Belgium) with help from Luc Dodinval and Miguel Lambotte. There is also Triumvirat, from Daniel Clamot (rue du Rominet, 74; B-5700 Sambreville, Belgium) and Pascal Banet, which was born also from a fusion of two magazines: Conflit from France and Kezerlicks from Belgium. On the Flemish side we discover Ambiorix published by Maurice De Volder (Arkstraat 43; 3760 Lanaken, Belgium) and Paul Willekems. It's the only one since Skilt en Frint by Roger de Putte.

But when you look at the address list of the players in each of these magazines, you see that the main characteristic of the hobby here is that it is an international one. A total of 150 players coming from everywhere. That's why the hobby here is more interesting. Well, that's my point of view. The problem is not the same, for example, with the hobby in France or in England. They can be self-sufficient, but not the Belgian hobby. It has to be open to the outside world and the international Diplomacy hobby. In Mach Die Spuhl there are already four Canadian players. Obviously, you also find a lot of Belgian players in other foreign magazines. A lot of French speaking players play in Vortigern from Paris and the Flemish speaking ones play in Je Maintiendrai from Holland. Recently I've been invited to the International Rendez-Vous of Mach Die Spuhl in Liege. I think that I've never had so much fun in my life. The Belgian enjoys life and has a good sense of humour. When he plays, he plays to have fun and only after that does he play to win. That makes a lot of difference in the atmosphere of the game. Of course he's also the first one to betray but...there's no Diplomacy without it anyway. It's different if I compare this to the way that they play in France. There they play more seriously. For them, playing is a kind of "exercise of the mind" and not a pleasure or a distraction. Sincerely, I prefer the first. And if you also agree, I suggest that you try to join us.

A la prochaine.

QST!! QST!!

Are you an amateur radio operator? Or do you know someone who is who plays Diplomacy? If so, we'd like to hear from you (first by letter, then by radio). RADIO DIPLOMACY WORLD is getting ready to go on the air. Send your name, call sign, address, telephone number, and some info on your radio experience and equipment to: Mike Maston, N6OPH, Box 8416, San Diego, CA 92102, U.S.A.

TEN YEARS BEHIND

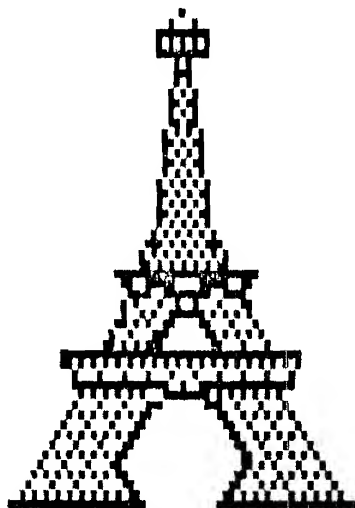
Pierre Tuloup

You wanted to know a brief biography of myself, featuring my Diplomacy activities.

I'm working on computers, but I think it's very far from the idea you have about men working on computers. France is always ten years behind the USA and sometimes more. I think it's the same about Diplomacy. You have fanzines, organizations, "clubs," and many other things about Diplomacy, but in France, as I know, we have very few materials about Diplomacy.

I play Diplomacy with around fifteen friends in Lyon (Venissieux is near Lyon) and I don't know many things about people playing Diplomacy in France. But you know the paper Jeux et Strategie, and they can provide you with more information. I like playing Diplomacy with friends once a month, or more, but we spend no time on analyzing a game and learning why somebody wins or loses with France or Turkey.

But I do want to try playing an international game, such as the DW Demo Game, and I mailed my answer yesterday to the gamesmaster.



THE OTHER SIDE OF THE RHINE

Ulrich Blennemann

One day before the final deadline for this issue I got a letter from Ulrich Blennemann, which was mailed on 22 December, 1986 (15 days for an airmail letter from Western Europe, keep that in mind...).

After reading Ulrich's letter I thought it would make a good companion piece for Pierre's letter about the hobby in France. The two countries seem to be at about the same level of development in the hobby, although there are definitely more French language publications than German language ones (Ulrich's Oath on the Colors and Christoph Schunck's Sauris are the only two, apparently.).

And Ulrich is looking for foreign players and offers six or seven games in addition to Diplomacy, with five week deadlines. If you're interested send him a couple of dollars for a sample.

He's a 21 year old history and politics student, majoring in gaming and soccer, specializing in conflict simulations for FTF play and Diplomacy for PBM play. He only started playing Diplomacy in 1982, but he's good enough to have come in second at EUROCON last November, playing Austria no less!

As for the West German national Diplomacy hobby, "it doesn't exist," he says. Local player groups and PBM games are about their only Diplomacy outlet. And he notes that PBM players prefer sports simulations, like United, to Diplomacy.

Among his plans for 1987 are a variants zine with PBM variant games of Diplomacy not previously offered in Germany. So, if you are interested in variants you ought to drop him a line: Ulrich Blennemann, Rosental 76, D-4320, Hattingen, West Germany.

CANAL ROOTS: THE DUTCH STORY

Ivo Bouwman

At the moment I am twentyfive years old. Since I can remember I have always played games of all sorts. I used to be a fanatic Risk player, until my friends and I changed the game into a total balance where no one was willing to attack, since building seemed more rewarding than doing the latter. At the very moment of our declining interest I came across this article on "Diplomacy," at that moment a game unreleased in the Netherlands. From what I read it seemed perfect for us! After importing it from the United Kingdom, I played it for a while with my four friends. We found out that it wasn't too great a game for five players. Since I paid a considerable amount of money for it, I decided to write to the English address that was in the box, to try the game by mail. Again a big coincidence occurred. A guy named Jaap Jacobs called me. It appeared that he had also learned about the game in that magazine, and had bought it in England as well. We were in the summer of 1981 by then. He invited me to play a face to face game, and into his first postal game. From there on things started happening fast. Jaap turned his game adjudications into the first Dutch Diplomacy magazine, Oxymoron. A couple of months later Roland Bakker, Hauke Jansen and I started our own magazine, Je Maintiendrai. In 1982/1985 I played in the finals of the Dutch Diplomacy Championship four times in a row, unfortunately never doing better than sixth place...

In daily life I still work for the Amrobank as chief bookkeeper of our Zoetermeer branch. As you may know from Europa Express, my great passion is travelling. I have visited the beautiful United States five times now, as well as Eastern Africa and Nepal, and several European countries. I plan on making a long trip through South America at the end of 1987.

But enough about me, this is supposed to be about the Dutch hobby. Even though Diplomacy has been played since the early seventies in the Netherlands, it only became as much as a hobby in 1981. Jaap's start with Oxymoron, as well as the fanaticism of a couple of people entering the hobby at that moment has laid the foundation of what our hobby is today. Originally most people were attracted by the ones already active. But in 1982 the game was introduced to the Dutch market, in which way more novices joined the hobby. The "'81 generation" had brought forth a third magazine, Brutus, and a prudent start for what has now become the "Spelgroep Diplomacy," a Dutch Diplomacy organization. The Spelgroep is basically concerned with organizing the Face to Face Championship. This was done the past five years by having two "semifinals," for which anyone can enroll. Through the Calhamer tournament system the three highest qualified players after two days of playing may challenge the last year's champion in the finals. The finals are always one game, varying in length from seven years to fourteen. (One day game, or a two day game, depending on the situation.). Other activities, such as the Postal Championship, ruling against people dropping out of games are also attempted through the Spelgroep, but are not always as successful, because of the great independence (good thing!) of the magazine editors. There is, however, a constant discussion of various topics of varying importance, as well as changes in the way the face to face championship is organized. As I said, this is by far our most important annual event. It is recognized

throughout the Dutch hobby as such. We keep rating lists of both face to face and postal results. Even though the value of those is in debate, they show some useful statistics. An average of seventy face to face games has been played during recent years. There is still an increasing number of postal games being played. Right now about forty are underway. Approximately two hundred people play the game more than once a year.

So much for the status quo of the Dutch hobby. What makes it unique? Through several foreign magazines, mostly American and British, I have reached the conclusion that our hobby is unique in two ways: organizationwise, and game technically.

Even though other countries also know forms of organization, only in the Netherlands, I think, is there a deep personal involvement. All people always want to say what they think about everything. And even though this makes taking decisions not exactly easy, in general the results are very acceptable.

What is even more unique in our hobby is the way most people play. By far the most used style is what Richard Sharp called "free for all."

I, for one, am convinced that this is the way the game is supposed to be played. By just reminding ourselves of the game's name, we should know that. One of the reasons why I have stopped playing international games is that there are practically no negotiations. The general concept is to find a buddy, and wipe out your mutual neighbor. This is not only very frustrating for the victim (Believe me, I know!), it also degrades this great game to a simple number of units having to be moved. Both in the United States, as in Great Britain, I have found most postal games being operated that way. (Of course I cannot pass judgment on face to face games, since I have never played once outside of the Netherlands.)

In the Netherlands some games are played as mentioned above, but usually partnerships switch with the seasons, often involving extensive letter-writing. But even more than in our postal hobby is this free for all style used face to face. Although I may have lost my drive to play international games by mail, I still am very eager to play a face to face game here, because I know that such will be a wild bunch of maniacs, stabbing and trusting each other on any given occasion. To illustrate I give you the results of our last semifinals: Peter Mulder won with 35 Calhamer points, having scored a solo win the first day with seven supply centers, and a joined second place with six the second day! That means that out of twentyeight players, no one did better! But that also means that those semifinals were exciting (to say the least!) until the very last season of the second day!

Even though I feel very strongly about what I have written, I do have to make a note to it. My opinion is that because most people of the older generation play that way, youngsters automatically are being "brought up" like that. So with more and more people from the beginning drifting out of the hobby, I cannot exclude the possibility of our hobby going in the same direction as the United States'. If so, that would mean my total withdrawal as well.

And so what of the future? As I said in my preface, I am reducing my activities. Not because I have no time anymore, but because I have lost interest in parts of the hobby. I have asked myself why. Of course one always gets a bit bored after doing something for a long period of time, but I overcame such flaws before. My conclusion is that what attracted me the most was the opportunity to get to know different people. These were people both in my country and abroad. As I see it, the postal part of the hobby is not able (anymore) to fulfill that desire. The reasons for that are that only a limited number of people are truly interested in others, and those usually too much buried by the production of their magazine, to deepen their contact with individuals. This "problem" is very much solved when I am able to meet people in person. For that

reason I consider the various conventions an ideal pastime. Also misunderstandings that lead to our well known feuds are less likely to occur when people speak up straight away. Not to mention the fun of having a chat over a beer! I realise that it is easy for a guy in a country as small as mine to say so, but I think the hobby in general would benefit from less smart talk in the various magazines. For that reason I stopped being an editor, and for that reason I stopped playing by mail.

Continued from page 43.

\$25 million to help them defend their Cup. I'm not buying it, although if Conner does win I'm sure the City of San Diego will do anything to bring the 1990 competition to San Diego Bay. Sigh...

So much for speculation. The fact of the matter is that the 1988 Super Bowl will be held in San Diego at a site only about 2 miles from my home. Naturally the City Fathers are already all ga-ga over this and it is impossible to book a hotel or motel room in the (We have 45,000 of them!), get a reservation for that weekend at a decent restaurant, or arrange to rent a car at any price. They tell us that this one event will be worth \$160 million to the local economy, which averages out to \$160 for every person in the City, or two years income for the average African. All this so millions of people can watch 3 hours of semi-controlled mayhem. However, don't get me wrong, I support the Super Bowl being here. San Diego has a great football tradition and deserves to host the national event. I'm looking forward to it. And, since I know some of you overseas are also football a la Americaine fans, I'm going to collect some of the promotional materials from that Bowl event for donation to the PDORA next year. And if you happen to be in town that weekend, drop over and help me root for the Lions!

A VERY SPECIAL THANX

As many of you know, Doug Beyerlein, one of the Grand Old Men of the American Diplomacy, has recently retired and decided to move back to Seattle where he is originally from and where, incidentally, where his distinguished Diplomacy career began more than twenty years ago.

I've known Doug from the beginning and we go back a long way together. Still, it was a pleasant surprise when he called me a few weeks before Christmas to tell me he was moving and wanted to dispose of his remaining Diplomacy archives and some games he's been hanging on to since the beginning of time. He wanted to know if the Archives would like his Dippy materials and I said sure, knowing that his collection would be a treasure of hobby related goodies. The games he wanted to go to the PDORA and so they shall, but you'll have to wait until next year to find out what's included among them. In the meantime I suggest you collectors start saving your pennies and dimes; they're some collectors' items in there.

I've now received the Diplomacy materials from Doug (four boxes weighing nearly 150 pounds) and they represent one of the most important donations ever made to the Archives. In those four boxes are not only the personal records of one of the most important members of the hobby but also copies of just about every important publication in the hobby's first twenty-plus years. I haven't even opened some of the boxes yet but what I have seen is enough to leave me shaking. Complete sets of many of the best hobby 'zines like Brobdingnag, Hoosier Archives; a complete copy of my own An Introduction to the Strategy and Tactics of Diplomacy; game records from the beginning through the early 1980s; copies of the Gamer's Guide; IDA Handbooks; and more. More importantly the collections are complete, organized, bound, and in perfect condition.

Most of these items are already contained in the Archives, but having duplicates, especially of the rare materials, gives us back-up copies and copies which may be loaned. Next spring I'll have a complete report. In the meantime, thanx Doug.

EUROCON 1986 REPORT

Jaap Jacobs

For me, Eurocon started very early on November 21st. Rik Grandia and I had agreed to meet each other at a quarter to nine in the morning to finish the programme booklet. Problems soon arose. The computer at the University Library, where Rik is operator, had decided to break down, thus occupying Rik's time as well, as refusing to print the text of the programme booklet. When the computer finally started working again it was nearly 11:00 and only then could we start xeroxing the lot. After that Rik went back to the library and I went home, to have lunch.

The traffic in The Hague is always a problem, especially for me, as I am not very well used to driving there. It took me too much time to get to the convention hall, where I delivered the programme booklets, yet unstapled. I had to go immediately to Rotterdam Airport, where Alan Parr would arrive at 1625. Picking him up was very easy and we had a nice chat while driving to The Hague. Alan was especially glad that he didn't have to drive himself in a country where they drive on the wrong side of the road. After Alan had dropped his luggage at the hotel we went to the convention, where it was beginning to get crowded. There weren't many activities in the beginning of the evening, so I left the convention again to visit Hauke Jensen, who was in the hospital at the time. We chatted a little about how things could go this Eurocon, and then I hastened back to Amicitia where Michael van Veen was already waiting for me. We formed a small group and started playing D&D, with Michael DMing. A very nice game it was, as well as the only opportunity for me to play relaxed. The events of Saturday and Sunday would be much more bloodchilling.

On Saturday the hall was rather crowded. Several tournaments were taking place, such as Squad Leader, Up Front, role playing, and United. I have no official information on what the attendance was, but I think it was some 120 that day.

For me the important event was the final game of the Dutch Diplomacy Championships. In this game were playing Gerrit-Jan Hondelink, champion of '85, the three people who qualified in the first tournament, held in April of this year, Tomas Dokoupil, Lex Pater, and myself, and the three people who qualified in the tournament held in Groningen in October, Peter Mulder, John Zonneveld, and Nico Vliet.



FOR SOME
STRANGE
REASON
I ALWAYS
DRAW GERMANY

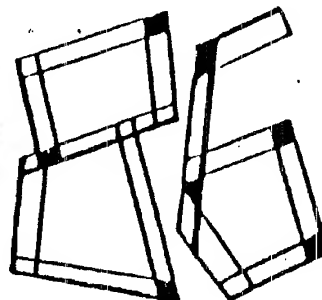
DIPPY DOODLES * JR

DUCOSIM

celebrates

10th Anniversary !!

EUROCON



| | | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 |
|-----|----------------------|----|----|----|----|----|----|----|----|
| AUS | Lex Pater | 5 | 5 | 5 | 5 | 4 | 5 | 4 | 4 |
| ENG | Nico Viet | 4 | 3 | 3 | 3 | 3 | 1 | - | - |
| FRA | Jaap Jacobs | 5 | 5 | 5 | 5 | 5 | 6 | 7 | 7 |
| GER | Gerrit-Jan Hondelink | 5 | 6 | 7 | 6 | 6 | 6 | 7 | 7 |
| ITA | Peter Mulder | 4 | 4 | 3 | 4 | 4 | 6 | 5 | 6 |
| RUS | Tomas Dokoupil | 5 | 7 | 6 | 7 | 6 | 7 | 7 | 6 |
| TUR | John Zonueveld | 4 | 4 | 4 | 4 | 6 | 3 | 4 | 4 |

As everyone can see from the above supply center chart, it was a rather tight game, but Gerrit-Jan Hondelink, Germany, was the new champion.

I started carefully by arranging a standoff in Burgundy. England was rather paranoid about the English Channel, but I didn't go there.

In Autumn 1901 I had two certain builds, Spain and Portugal, with a chance on Belgium as well. Germany, who had opened to Denmark, Kiel, and Burgundy was, of course, not able to stop me. I asked England if he would mind if I took Belgium. I added that we could arrange a standoff there if he had any problems. He said that he didn't mind, but when the adjudication came it turned out that he had ordered Fleet North Sea to Belgium anyway. This annoyed me. I had a good intention towards England, cooperating against Germany, the former champion, in spite of the fact that England was a rather inexperienced player. I decided to build two fleets. This turned out to be a strategic mistake. I didn't gain a sixth center until 1906, and with just two armies my defense was too weak. This gave Germany the chance to slip into Burgundy and stay there for some years. Meanwhile my fleets were positioned around England, which scared England so much that when he had the opportunity to rebuild a disbanded fleet he turned it into an army, thus strengthening his defense, but also giving up any chance of further development. When at last I had talked Germany out of Burgundy; the defense of England soon crumbled. Liverpool and Edinburgh fell...and a year later London was no problem.

I can't really say much about the developments in the east, but it appears that things were kept in an equilibrium quite efficiently. Russia had an initial advantage and kept that up from time to time until 1906. By then it was becoming clear that Germany, Russia, or France would win. The Russian attack on Germany gave me some hopes, as Germany replied rather aggressively, even threatening to throw the game away to me. In the last year nothing was quite clear. I had chances to take both Belgium and Edinburgh, but Italy had gone to the Western Mediterranean, thus threatening Spain and the Mid Atlantic. I decided to perform a self standoff in Spain, but Italy then moved the West Mediterranean to Gulf of Lyon and Venice to Piedmont. As the German from Belgium had moved to Burgundy while I attacked from Picardy, Marseilles was undefensible, but I was certain to gain either Edinburgh or Belgium; thus staying on seven. If Russia would defend himself adequately he could remain on seven as well. As Russia had seven in 1906, while Germany and France had six, Russia would win. But Russia made some mistake and dropped to six. Germany and France both ended on seven, but Germany had six in 1905, while France had only five. So Germany won, thanks to the Italian attack on Marseilles; which is the second time that Peter Mulder helped Gerrit-Jan to the title. Nevertheless it must be said that Germany won quite deservedly.

On the whole I am not dissatisfied with the way I played. Considering that the margin between first and second place has never before been so small I am quite content with a second place. Though I should have won, of course.

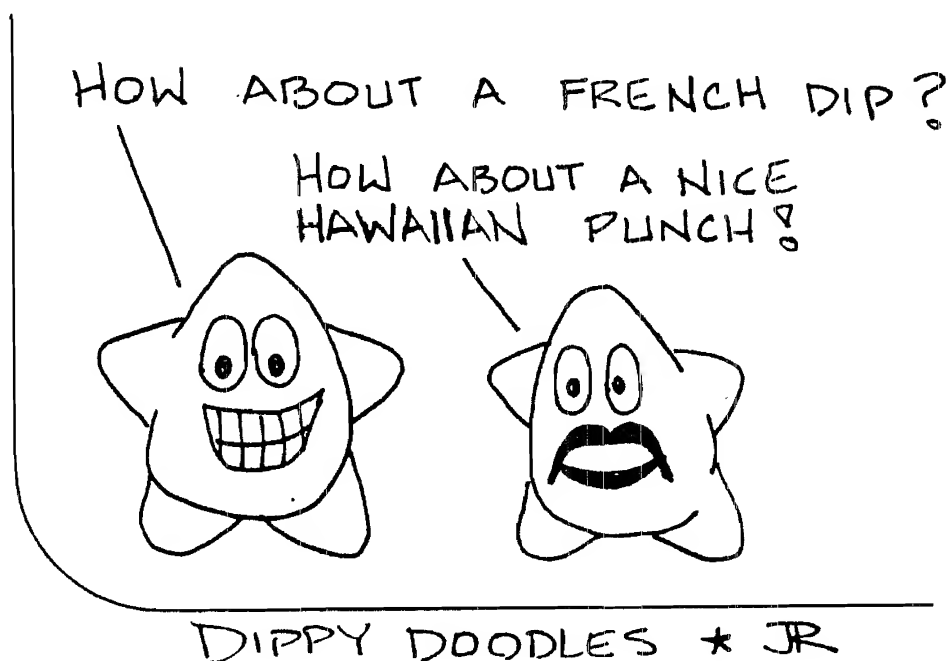
The final of the Dutch Diplomacy Championship was not the only event on Saturday. There was also a FTF United tournament with ten participants. This was run by Erik Joustra, assisted by Alan Parr, who told us that this was the first time he had witnessed such an event. I also took part in this tournament, though merely to make up the right number of players. During all the negotiations I didn't really have very much chance to pay as much attention to it as I would have liked to. This partly explains my failure to become second there as well. That place was taken by Frank Mulder, who gamesmastered the Diplomacy final, but lost the United final against Paul van Leijen.

The Squad Leader tournament was won by Leo Peek, I think, though I didn't really notice that. And the Up Front tournament was won by Peter Pels.

Next item on the agenda was dinner. With most of the organizers, the guests of honour, two Germans and a few others we went to a pizzeria, which didn't have enough place for us. So Aglaia and I, together with Thomas Franke, Christoph Schunck, Nico Klaazen Bos and Hans van Halteran, went to another restaurant, where we had a nice meal and some good chats with our German guests.

In the evening there was the forum. The guests of honour together with Rian van Meeteren as chairman held something of a discussion on what the ingredients of a good game are. It was interesting to see Alan Parr and Nicky Palmer with rather different views. Alan, in favor of simple, easy to learn games (not necessarily easy to play!) and Nicky Palmer, who is much more interested in the simulation of historic military simulations, which, because of the wish to simulate (while Alan stressed that United is not a simulation), usually are complex and hard to learn. Not very much discussion, however; more a friendly exchange of opinions, each leaving the other plenty of room. The third guest of honor was Francis Tresham, designer of 1829, 1830, Civilization, Spanish Main and a new game, which I think is called 1853.

Soon after the forum Christoph, Thomas, Aglais and I went to Leiden where we showed them some historical places, as well as some pubs. Very nice indeed! I think it was half past three when we finally went to bed.



On Sunday the game for the European Championship was played. The supply center count is below. Frank Mulder was the gamesmaster.

| | | 01 | 02 | 03 | 04 | 05 | 06 | 07 | |
|-----|----------------------------|----|----|----|----|----|----|----|----------|
| AUS | Ulrich Blenneman (BRD) | 5 | 4 | 5 | 6 | 6 | 6 | 6 | second |
| ENG | Thomas Franke (BRD) | 4 | 5 | 6 | 5 | 4 | 5 | 5 | |
| FRA | Martin Clifford King (UK) | 5 | 5 | 5 | 7 | 5 | 4 | 4 | |
| GER | Peter Mulder (HOL) | 5 | 4 | 4 | 2 | 3 | 4 | 4 | |
| ITA | Christoph Schunck (BRD) | 4 | 5 | 4 | 6 | 7 | 7 | 6 | CHAMPION |
| RUS | Gerrit-Jan Hondelink (HOL) | 5 | 6 | 6 | 5 | 6 | 5 | 5 | |
| TUR | Jaap Jacobs (HOL) | 4 | 5 | 4 | 3 | 3 | 3 | 4 | |

So the title as well as the second place went to Germany. This was a strange game as it was a conflict of playing styles. During this game it became clear that the Dutchmen were much more playing free-for-all style, while the Germans and the Briton were playing alliance like. At one time England said about Russia, "He is unreliable," while Russia said, "You cannot break their alliance." I'm not saying that one style is better than the other, I'm just analysing the situation. When making arrangements with Dutchmen these turned out to be for one season only. When Germans allied they stuck to their alliance until they stabbed.

The Dutch players tended to keep or break promises as the situation varied. Breaking a promise was not necessarily a stab. A possible explanation for these different playing styles perhaps lies in the way Diplomacy started in Holland. Small groups where players tended to know their opponents well. Being stabbed meant that you became more careful the next time, and so encouraged the breaking of promises, just as a precaution. Dutch players who were recruited later on took over this playing style as it had become the only way to survive. An important fact is that many players in Holland, especially the prominent ones, have played many FTF games, sometimes over forty. As you can see from the FTF rating list (Editor's Note: The Dutch keep a rating system based on the results of all their face to face games.) most of the Dutch players who started playing in 1981 have played over 25 games. The mean is 35! I don't know very much about how many games the foreigners have played, but it would surprise me if it were more. I would welcome foreign views on this, of course.

This conflict of playing styles made this game an unique experience for all the participants, I think. That at least is sufficient reason to repeat this event.

On the whole this celebration of the tenth anniversary of DUCOSIM was very successful. From the reactions of the foreigners it was very clear that they were surprised to see that so many forms of playing games were united in one organization. Of course, only by being united, can we support such an event as this EUROCON.

After the game I took Alan Parr to Rotterdam Airport, and went home, very tired, but I did enjoy myself.

Alan Parr, guest of honor at this year's EUROCON, tells his version of that event in Hopscotch 64. Here's a tidbit: "The auction, like almost all the events, was conducted in English throughout. This wasn't due to any courtesy to me or other British visitors, but simply because English was the natural language for everyone to use - for example, many games over the weekend had both Dutch and German players, and they invariably conversed in English, even swearing with considerable fluency when things didn't turn out according to plan."

EUROCON '86: A DIFFERENT PERSPECTIVE

Thomas Franke

Although the convention at The Hague was announced as taking place from 21 November to 23 November, I had decided to start from Dortmund very early on Saturday the 22nd. This is a rather unusual time for me to be out and about, especially on a Saturday morning. I headed for Duisburg station, picking up Christoph Schunck, who came by train from Bonn. During our trip down to The Hague it rained the whole time. Nevertheless we had a pleasant ride and were quite amused about the custom collectors throwing a rather mistrusting look at our car. We passed the border without any problem, but were soon faced with the problem of how to find our way in a strange Dutch city none of us had encountered before. After having examined the whole inner city of The Hague we managed to find a system in the pattern of one way streets and were lucky enough to find a parking place. At 1100 we arrived at Amicitia, the convention hall, where we were welcomed by good old friends like Rian van Meeteren, Jaap Jacobs, Frank Mulder and Lex Pater. After some time spent looking around we realized that we had no chance at all to participate in any of the games, because nearly all of them had already started---we were just too late. Beside Christoph and me only three other Germans attended the Con, Dirk and Ulrich Blennemann and Dirk Dahmann. We had expected some more, but in these days cons are not to everyone's taste in Germany, obviously.

On Saturday the Dutch played out their national championship finals, which was won by Gerrit-Jan Hondelink, who also won the final tournament in 1985. Gerrit-Jan succeeded with the German position, but more about him later on...Jaap Jacobs took second place playing Turkey, although he had a very good chance of winning the game for a long time.

After tasting some Dutch pizza (it was served by Italians, as in Germany) with Nicky Palmer, Ulrich Blennemann and Dirk Dahmann, where I had some very interesting conversations, we returned to Amicitia. Before we left for lunch the FTF United Tournament had just started with ten participants. But in the end not one of the Germans was successful. It was run by Erik Joustra, who was assisted by Alan Parr, the inventor of the game. Alan is a very decent person and he told Jaap this was the first time he had witnessed such an event. You can talk with him in a very pleasant way and he was an enrichment to the con indeed. The funniest thing was to watch him while adjudicating the United moves; he obviously had some problems with his own game system...

Besides this there was a Squad Leader Tournament and an Up Front competition, none of which took my interest. Some people played Civilizati and the third guest of honour - besides the conflict simulation freak Nicky Palmer and the United designer Alan Parr - was Francis Tresham, whom we had already met at the Essen convention a few weeks before. He is the designer of 1829, 1830, Civilization, Spanish Main, etc. and introduced a variant of his famous railway game, which is called 1853. The subject is to build up your railway network in India. Perhaps we will be able to buy it soon?

Besides these main events there were a lot of other games being played and the clerks of a local games store tried to sell their goodies, mainly imported from Avalon Hill in the States. The next event was dinner, which we took at the same pizzeria as before. Most of the group, together with the organizers, the guests of honour, most of the Dutch players, and some of the others took seats at another pizzeria; which couldn't provide enough places for all the people. So Aglaia Cornelisse,

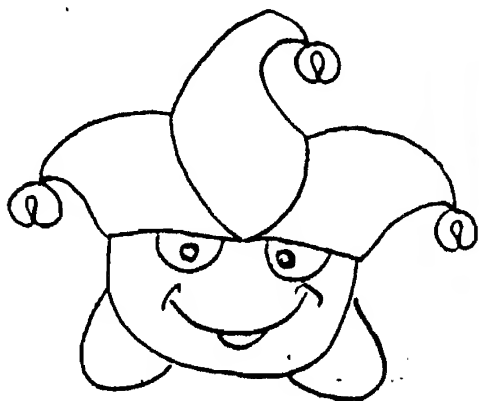
Jaap's nice girlfriend, Christoph, two other Dutchmen and I went to the above-mentioned, well known restaurant. We had a very interesting talk, indeed, and I enjoyed the meal.

The convention took part on the first floor of the Amicitia, while some part of the ground floor is occupied by a very nice bar, which Christoph, Uli and I examined in the evening while discussing some hobby politics. I think the barkeeper was driven mad when he recognized that we were ordering new beer every ten minutes or so...

During this session we missed the forum, which discussed the ingredients of a good game. As I understood it the two big opponents were Nicky Palmer, mainly interested in military history and complex games, and Alan Parr, who insisted on a game easy to learn, but one providing lots of possibilities to play in different ways. Not that controversial a topic for me, as I like both game systems - but how about a synthesis?

Soon after this event Aglaia, Jaap, Christoph and I went to Leiden to spend the night at Aglaia's and Jaap's flat. They were so nice to invite us - many thanks again! However, the "show" was still going on: At first we visited some interesting historic places in the university city of Leiden (we saw the home of the Pilgrim fathers!) and then we tried out several of the local pubs. At last we tasted some good old Dutch Genever accompanied by a warm-hearted chat with our two Dutch friends. I think it was half past three when we went to bed (i.e. our sleeping bags). The two cats of Aglaia and Jaap provided Christoph and me with another interesting experience: I never thought that cats were so active at night and are interested in nearly all things laying around...

On Sunday, the 23rd of November, the game for the European Championship of FTF Diplomacy was announced and we arrived in time to participate in it - the first and only game I played at the convention, but why not? The distribution of countries and supply center chart is given in Jaap's report.



A FUNNY THING
HAPPENED TO YOUR
SUPPLY CENTERS

DIPPY DOODLES JR



So, as you can see, two Germans won the competition, Christoph (European Champion!?) came first and Uli Blennemann second. The game was very interesting, at least for me. Until Spring 1904 I had a close alliance with the English champion, Martin Clifford King, who is a very decent player. Then he stabbed me because I had refused to give him Holland; which he had demanded. At that time Germany was down to two supply centers with Christoph standing in Munich. Upon my request, Italy broke the alliance with France and gained some southern supply centers from him, so that Martin was forced to ally with me again until the end of the game.

The system of competition was set up by the Dutch and it required the players to go on with the game until the end of 1907, the one with the most supply centers by then being declared the winner. In case of a tie the high score of previous years was also taken into consideration.

Soon after its start the game turned out to be a clash of playing styles. I recognized very soon that the two Dutchmen playing Russia and Germany couldn't be trusted at all. The Russian player was an especially hard nut, because he never did make the moves he had agreed upon just before; whereas Germany was not that unreliable. He often kept his promises, but was sometimes hard to take too. This analysis applies through the whole game: The Dutch played some kind of free-for-all style with keeping an alliance for only one turn, sometimes, sometimes not even that; and the Germans and the Briton kept their alliances until they stabbed. A typical quotation from me about the Russian player, "He is unreliable," while Gerrit-Jan said about me, "You cannot break their alliance."

I'm really wondering which game style might be superior, but I fear the Dutch style never leads to a regular end of the game (i.e. getting 18 supply centers). In Jaap's report he explains how the Dutch style originated and developed.

I can see quite well the reason how such a playing style developed. There's some kind of tradition in Holland for playing FTF Diplomacy on a regular basis; which we don't have in Germany. Here Diplomacy is played mainly by mail with an occasional FTF game. However, Martin Clifford-King also played in the German style, and in Britain you have many more circles which play FTF Dippy regularly. I think you can get accustomed to the Dutch style, but with all the players using this style in a FTF game aren't negotiations superfluous, as you don't keep any or only some of your promises? I don't know exactly...

Keeping in mind these thoughts about different game styles, the game seemed to be decided from the very beginning, when the seven powers were distributed. Christoph and Uli were very lucky to draw adjacent countries, thereby being able to form a close and effective alliance, which remained intact for the entire game, except for some minor grudges. Despite the fact that Martin Clifford-King was my close ally under the same conditions, I had to fight two Dutchmen in the north during the whole game with Russia as my main enemy. There was no chance at all to dominate at least one of them - as soon as one of the two was going down dangerously, the other helped him, and vice versa. The winning position for Italy was set when he stabbed France. For short: The Dutch playing style is good for a short game when finishing it in 1907 or so, and the German-British playing style is better for a long game, for example reaching a certain number of supply centers (not necessarily 18, which seems to be too much for a FTF game).

I completely agree with Jaap Jacobs that this competition was a unique experiment for all participants and that the event should be repeated. However, I would like to have a slight modification of the game system as suggested above, or have some more players from different European countries. There should be a maximum of only two players from one nation - this would equalize the different playing styles, probably.

After having finished the competition Uli received 25 Guilders as the second place finisher, whereas Christoph got 75 Guilders and the cup. Then Christoph and I left The Hague via highway, which was very crowded. The biggest problems were the heavy rainfall and the lack of petrol; when we discovered that there's no station at all along the highway from the border up to Oberhausen. With the last drop we had we managed to reach Wesel; expecting all the time to be forced to push the car in that remote corner of Germany due to lack of petrol.

In any case it was a very nice and successful convention. I think such an event should be repeated every year and I will certainly attend the next DucoSim convention again.

PLAYING DIPLOMACY IN ISRAEL

Sarit Kraus

In Israel there are many Diplomacy players, but I can only tell about our group, at the Hebrew University in Jerusalem.

All the members of our group are connected to computer linked mail net. We use that net to play Diplomacy by electronic mail, a year in a week. All the diplomacy, the orders, the retreats, and the adjustments are done by electronic mail. It isn't easy getting together a team of seven busy persons of all types, starting with undergraduate students and finishing with a full professor of the university. By using electronic mail all of them, each in his free time, can send his messages and his orders, and the transmission is very quick. Even if one of the members leaves town, he can still send his mail by the electronic net that connects all the universities and research centers in Israel.

I have not seen any Diplomacy game that has taken place outside of Israel, but I think that there are some characteristic features of the players in Israel.

- 1) The fights start from the first year.
- 2) There are not a lot of agreements with Germany, and it is eliminated in the early stages in almost all of our games.
- 3) England is very successful in our games.
- 4) Most of the games do not end in wins, but in stalemates.

I want to ad an example of a message that was sent from Russia to Germany in Spring 1901 in one of our games.

From: Karl, Sun 5 January 17:47:48 1986
 From: Yosi Karl [Karl]
 Date: Sun 5 January 17:47:40 jst
 Message Id [8601051547@huji.arpa]
 To: (Germany), (Manager), karl%taunop@taurus, sarit@hugo, wygodny@humus
 Subject: Russia, Spring 1901
 CC: karl
 Status: RO

Our dear friend Herr Bismark

Seeing German soldiers starve to death in the Russian winter will not be a pleasant scene for any of us, even though the Queen (on her island) would like to watch it; while her armies are landing in Denmark and Holland. I am not interested in the Fraulines either, so peace in the Baltic is a common interest. This is what we suggest:

Scandinavian girls for the Tsar.

Elsinor (That's Denmark, according to an English writer you probably never heard about) for the Reich.

No fleet should enter the waters of the Baltic.

Prussia has nothing to offer but a peace seeking Great Power.

How much did the French 'Democrats' charge you for the wine they grow on GERMAN territory last summer (I mean Burgundy)?? Or do you think that Dreyfus business has no anti German feelings involved?

I threw the message the Queen on the Island sent to me right into the fire, and intend to take Norway as soon as possible. I suggest you beware of that well known English/French threat over the Low countries and the Reich. LONG LIVE THE TSAR!!

FROM KALGOORLIE BY SATELLITE

Larry Dunning

Larry Dunning is a 29 year old Diplomacy fan who was born in Kalgoorlie, Western Australia. He was raised in Perth, the capital of Western Australia, and currently works for the Department of Social Security. He's been involved with Games Fandom since 1973, Science Fiction Fandom since 1975, and Media Fandom since 1984. Among his interests are games, drama, history, cycling, travel, films, comics, books, science fiction, art, and psychology. Among his long range goals are becoming a professional writer and running several commercial postal games.

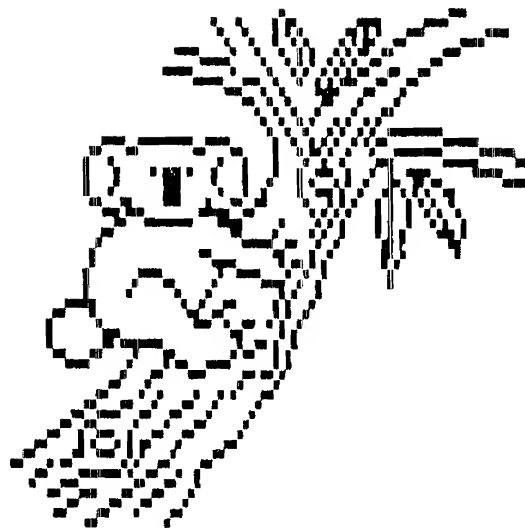
This is his story.

I first discovered Diplomacy (and Games fandom) through a second hand copy of Games & Puzzles in which Don Turnbull explained the difference between stabbing for small returns and the big time. The inside cover ran an advertisement for "The Games Center" which listed Philmar Diplomacy sets by mail. Intrigued, I sent away for a set and have been addicted ever since.

The major problem back in 1974 was finding opponents. At that time I was becoming involved with the local wargaming community; however, it was still difficult to find seven players for a face to face game. As a result I joined the National Games Club, which was a British group, playing games run by the late Les Pimley and Pete Mearns. Later I was to learn of Dennis Brackman's Eureka Stockade and played several games in that publication until it folded, earning the nickname of "Mad Dog" in the process. With the abrupt ending of Eureka Stockade I did the only thing that seemed sensible at the time, I started my own magazine called Tau Ceti in 1974-1975.

The zine ran until 1979 when I wound it down. During its lifetime I ran numerous postal games of Diplomacy, Diplomacy variants, and other games. I also ran a variant bank for the duration and tried my hand at designing some myself. A postal game of En Garde! flourished in the zine and eventually it grew so large that it spawned its own zine called The Paris Gazette. That wound down about a year after Tau Ceti.

These zines were followed briefly by an SF/Comics APA called The Phantom Zine. Due to various personal problems I withdrew from both Games and Science Fiction fandom until 1984. As I returned to both, I started a new zine called Tau Ceti Phoenix:Apocrypha which I have continued to publish since then. The games run in this magazine are primarily "friendly" games run for the amusement of the readers. TCP:A is available for the usual, which includes letters of comment, requests, copies of variants or trades with other zines (sent surface mail only) or even payment of money! Publication is quarterly (or when I get to it) and page count averages between 40 and 80 pages.



Some comments on the Australian hobby: There has probably been a Diplomacy fandom and hobby ever since the Game was commercially available in Australia, but it would be difficult to prove or document this. The most common vehicle for spreading it would be the wargaming community which has had a strong following for many years. So far as I know, the first postal games of Diplomacy were run by Dennis Brackman in his Eureka Stockade. The next attempt at this was my own zine Tau Cet1. After this there were two brief attempts by John Noble and Marc Ortlieb to run postal games. Recently there have been three zines running postal games: The Go Between, Austral View and Rumplestiltskin. The last two have amalgamated to become The Envoy. Both remaining zines are quite popular and the hobby should be healthy for some time in Australia.

Editor's Note:

The Dennis Brackman that Larry mentions was an American who served in the U.S. Army in Vietnam, made several visits to Australia, married a girl from New Zealand (I believe), and eventually settled down under. I don't know if he's still there and if anyone knows his current whereabouts I'd like to hear from them. Dennis's first postal Diplomacy game was played in my own magazine, XENOLOGIC, way back then. One of the prized items in my personal archives is a stuffed kangaroo named H.R.S. Esmeralda which Dennis sent me. But that's another story...However, I do believe there were other Diplomacy & game publications in Australia around this time. I know I communicated with a number of players and traded with several publications from down under during the late 1960s.

NEWS FROM DOWN UNDER

Lots of things are happening in the Oceanic Hobby (as the Australians and New Zealanders refer to themselves). Although not as large as the American or British hobbies, for its size the Oceanic hobby possesses all the accouterments of its larger cousins and a sense of humour that both could stand a dose of. Anyway, here's the news from down under.

DW To Be Simulpublished Down Under (Eat your heart out Murdoch and Turner!!): Beginning with this issue DW family members down under will be able to get DW at about the same time and for about the same price as their American cousins. This is due to an agreement that we have worked out with Rick Snell, publisher of The Go Between which is, in its own right, a fine publication. If this experiment proves successful we'll consider expanding it to other areas. In meantime, if you are a hobby member down under and want to get DW Rick's the person to contact (See the 'zine listing in this issue for his address). Current DW subs through us will be honored to completion unless you tell us to transfer your sub to Rick.

An Oceanic Archives: If you've got a garage full (or even a box full) of old Dippy zines that you'd like to get rid of—and you're tired of reading all the nonsense about "archives" in the USA, pack them up and send them off to Rick Snell (address elsewhere in this issue) because he is starting a Diplomacy Reference Library (Note how clever he is, he doesn't call it an archives!) which will be available to hobby members down under. They are particularly looking for zines with S&T stuff, hobby background, etc. If you've got a few old zines, or some of your own, you'd like to donate and don't want to send them direct; you can send them to me and I'll put them in a box and send them all off. Who knows, you might get a piece of the Cup out of it, or a toothbrush donated by Dennis Connor.

An Oceanic Game: Bob Howard (36 Gladstone Rd., Leeming 6155, W. Australia, Australia) wants to put together a PBM Dippy game for DW family members. Well, we have four subbers down under at the moment and if we add Brian Bailey (who will be back in PNG soon), we'll still need a few. Malc Smith qualifies, somehow; and Woody Arnawoodian signed up for KOALACON so I'm sure he's game. Anyone else?

THE SUMMONS

Bob Howard

A quaint turn of the century house seemed like an ideal location for a casual afternoon game of Diplomacy. You know the sort of place: leadlight windows; high ornate ceilings; and loads of nooks and crannies for those private discussions. But was it going to be a casual affair? Let's face it, how could it be with the likes of Marto, Pitch, Warner and the infamous Z all involved.

Pleasantries were exchanged and then it was down to business. Pitch was on edge. He always got that way just before a game. The nervous anxiety, the beads of sweat and the tensing of knuckles, all reached a climax at the drawing of countries, for Pitch was a dualmonarchiphobe!

Yes, that's right, a loathing and hatred of that accursed red army appearing in his hand, if and when he had the courage to unclench his fist. And sure as the Pope's Catholic, he got it.

I drew Turkey and the smug one, Z, ended up with England. The rest didn't matter. As the game got into stride, the board looked like blue waves lapping against an egg yolk. But worse for everyone, Z had set himself up in a study and was calling out loudly for each player to appear before him to receive their orders, everyone except me that was.

As each game year elapsed, no communication took place between us, and I felt he magnanimously kept the other players in the game just to act as stooges against me. I didn't know which I detested most: mature adults, playing like putzes; the arrogant one snapping out his directives; or the growing awareness that soon I would be called into "his" room.

And then it happened, the Summons!

"Bob, get in here.....now!" he barked. My pride told me not to go but my curiosity had to be satisfied. I shuffled toward the door like a condemned man and noticed for the first time a sign hung upon it that read "KING OF THE WORLD." I swung the door open. It creaked.

I walked into the room with dignity but deep inside I was anxious.

He sat in a swivel chair behind a massive jarrah desk.

I strode toward him with my fists clenched.

He looked up from his game map.

Sweat appeared on my brow. Good grief, now I knew how Pitch felt. Maybe I was a Zaphobic!

"Draw?," he inquired.

"Y.. ye., yes.." I whispered. I didn't remember forming the words but they spurted forth with relief.

Afterwards we sat about enjoying a Swan Lager and reminiscing great plays and stabs that took place five years ago or more. I couldn't work out why I'd felt so awestruck before. After all, it was just a game...or was it?

Well, who knows, but it's a year later and I haven't seen Z since.

Apparently he's in politics now. And it's funny how time dims one's memory. I bumped into Pitch the other day and he told me Marto and Warner were into D and D these days.

"You know what it must have been, Bob; our super aggressive, ruthless Dippy style gave nobody else a chance!"

GIVE 'EM THE AX! IN THE NECK!

Brian R. Bailey

Diplomacy, as I understand it, should be a game involving negotiation, compromise and mutual agreement; whatever is meant by the sentence, "that person is very diplomatic." It should involve the art of coating sour truths in palatable sugar coatings. But as it's played and as we often think of it, it is most memorable for shocking lies, spectacular treachery and barefaced duplicity.

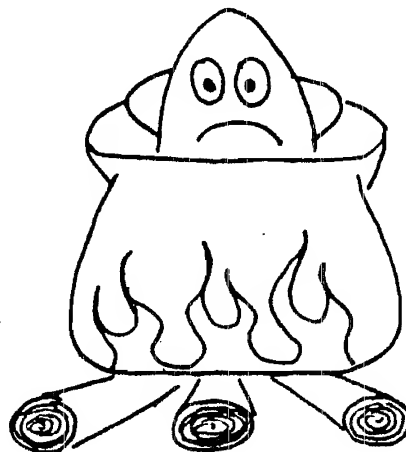
Many people have never heard of Papau/New Guinea, apart from the fact that it is the big island "on top of Australia," and perhaps that some of its inhabitants may have originated Steak Rockefeller. But in ignoring it, the hobby has lost a gold mine of potential players. For example, there are the Sasai people of Irian Jaya, who prior to extensive contact with Europeans, placed treachery as one of the chiefest values and virtues; the more long term, comprehensive and unexpected the better. These are culturally trained Diplomacy players if there ever were any.

Then there is the concept of "payback;" which is very essential to most Papau/New Guinean cultures. Crudely put and in good solid negative Diplomacy thinking, it is best expressed as "tit for tat," "eye for eye," or a "tooth for a tooth."

I remember a fine game of Diplomacy after the classical form played in the Western Highlands Province of Papau/New Guinea in 1983. Playing were two Americans (including me), a New Zealander, an Australian, and three Papau/New Guineans (all three from former cannibal cultures). Two of us had played before and we taught the others.

We were going along quite fine and above board when the other American a Papau/New Guinean, and the New Zealander dropped out. Jeff, the Australian, made a complicated alliance with the other two Papau/New Guineans. Jeff...you know the type, a fine boyish face and clean cut expression that no one would be afraid to introduce to sister or daughter; yea, that's right, rotten to the finger tips...with a sweet smile on his coral tinged lips, stabbing both Papau/New Guineans at once. The howls! The rage

Responding to him in kind, they yelled "Payback!" and proceeded to ignore all his protests, offers, promises, and pleas and wiped him off the board. For sure you guys and gals are missing out on good rich gaming material out there.



IN PAPAU/NEW GUINEA THE
SHORTAGE OF PLAYERS IS DUE
TO THE INTERNATIONAL FLAVOR
OF THE GAME!

The D.W. Demo Game

(This game began in DW 34. See that issue for player list and info on the notation system used; and the modifications made in 1903 are contained in DW 36. The 1906 game report appeared in DW 39 and the game ended shortly thereafter. Printed here are the final two game years, the commentary for those years, and the final statements of a couple of the participants.)

Gamesmaster: Rod Walker

Commentator: Eric Verheiden

Spring 1907

UNOFFICIAL SOURCES REPORT SULTAN STANDING ON SMYRNA DOCKS, WITH ONE FOOT ON A TRAMP STEAMER BOUND FOR ARGENTINA. LORDS OF THE WEST AND BIR-SAURON PLAY WAITING GAME ALL UP AND DOWN THE TRENCHES. ENGLISH NAVAL FORCES ESCORT LEGIONS OF AR-KENDTARION INTO COPENHAGEN AND THEM PLACES, WHILST FRENCH DREADNOUGHTS STEAM INTO THE CHANNEL... HAS BIR-SAURON MET HIS MATCH???

AUSTRIA-MORDOR (Bir-Sauron):
f alb-ION s by f ADR, f AEG-smý,
a BOH ms a TRL, a VEN s a trl,
a ROM & a APU s a ven, f NAP s
a rom, a CON-smý.

ANGLO-ARNOR (Ditterathorn):
f NIH c french a bel-den, a PRU
h s by f BAL, f STP(sc) h s by
a FIN, f NWY h, a RUH s french
a mun.

FRANCO-GONDOR (Ar-Kendtarion):
f bre-ENG, a par-BUR, f LYO s a
pie, f nat-NRG, a bel-DEN, f TUN
h, f THN h, a TUS-ven s by a PIE,
a BER ms a MUN.

RUSSO-ANGMAR (Baumeistmog):
a arm-ANK s by f BLA, a sil-WAR,
a war-UKR.

TURKO-HARAD (al-Berch): f
SMY-con, f ank-con /d/.

Autumn 1907: TURKEY: f smý r-sy.

Winter 1907: England disbands a pru, f stp(s). France builds a bre, a par, a mar. Russia builds a mos, a sev. Turkey disbands f syr.

Fall 1907

FROG FORCES FROLIC IN LONDON, STOCKHOLM. TERRIBLE MASSACRE OF FOREIGN LEGIONAIRES IN FIRENZE! MORDORIAN FORCES REPORTED SHOUTING, "ROAST ALL PRISONERS!" IN SIENA & IZMIR.

AUSTRIA-MORDOR: f ION-thn s by f NAP,
f AEG-ion s by f ADR, a BOH-mun, A TRL-
pie, a ven-TUS s by a ROM, a APU-ven, a
con-SMY. Owns: bud, tri, vie, gre, ser,
bul, nap, ven, rom, minus con, plus smýrna
(10). No change.

ANGLO-ROHAN: f nth-ENG, a PRU h s
by f BAL, F STP(sc) h s by a FIN, f nwy-
NIH, a RUH s french a mun, f edi-nth /nsu/.
Owns: edi, liv, den, stp, minus Ion, swe
(5). Disband 2.

FRANCO-ISENGARD: f eng-LON, f LYO
h, f nrg-BAR, a den-SWE, f TUN s f thn,
a tus-rom s by f THN (a tus /d/), a PIE-
ven, a MUN h s by a BUR & a BER. Owns:
bre, mar, par, por, spa, hol, kie, mun,
tun, bel, ber, plus lon, swe (13). Build
3 (1 /d/, F07).

RUSSO-ANGMAR: a ANK s austrian a con-
smý, f bla-CON, a war-LVN, a ukr-WAR. Owns:
mos, sev, war, rum, plus ank, con (6).
Build 2.

TURKO-WETWANG: f smý-con /r//aeg,
eas, syr, otb//. Owns: minus ank, smý
(0). Disband 1 (1 /d/ S07). OUT.

Spring 1908

THE MEDITERRANEAN MOUNTAIN LABORS AND BRINGS FORTH BARELY EVEN A MOUSE. KING OF SCOTLAND CONTINUES TRADITIONAL CONTINENTAL POLICY. BIRSAURON BARES FANGS. HE LOOKS SILLY WITH ALL THOSE BARE FANGS HANGING OUT...

AUSTRIA-MORDOR (Bir-Sauron): f ION-thn s by f NAP, f AEG-ion s by f ADR, a BOH-mun, A TRL-pie s by a TUS, a ROM s a TUS, a apu-VEN, a SMY h.

ANGLO-ARNOR (Ditterathorn): f ENG & f NTH c french a bre-den, a FIN s french f Bar-stp(nc), f BAL s french a ber, a RUHR s french a mun.

FRANCO-GONDOR (Ar-Kendtarion): a bre-DEN, a par-BRE, A MAR-pie s by f LYO, f lon-WAL, f bar-STP(nc), a swe-NWY, f THN h s by f TUN, a PIE-trl s by a MUN, a BUR & a BER s a mun.

RUSSO-ANGMAR (Baumeistmög): a mos-LVN, a sev-MOS, a ANK h, f con-AEG, a lvn-PRU, a war-SIL.

Fall 1908

FRENCH AVENGE THE MASSACRE OF TROOPS NEAR MILAN BY WINNING THE WAR!! Or so it says

AUSTRIA-MORDOR: f ion-NAP, f nap-ROM, f aeg-ION s by f ADR, a BOH-mun, a tus-PIE s by a TRL & a VEN, a rom-APU, a SMY h. Ows: bud, tri, vie, gre, ser, bul, nap, ven, rom, smy (10). No change.

ANGLO-ARNOR (Ditterathorn): f ENG & f NTH c french a bre-edl, a FIN s french f bar-stp(nc) /nsu/, f BAL s french a ber, a RUH s french a mun. Ows: minus edl, lpl, nwy, den, stp (0). OUT.

FRANCO-ISENGARD: A DEN h, a bre-EDI, f wal-LPL, f STP(nc) h s by a NWY, f THN h s by f LYO and f TUN, a pie h s by a MAR, a MUN h s by a BUR & a BER. Ows: bre, mar, par, por, spa, hol, kie, mun, tun, bel, ber, lon, swe, gains den, edl, lpl, nwy, stp (18). Build 3 (no room for 3 more... 1 /d/, F08, in Pie).

RUSSO-ANGMAR: a LVN-stp s by a MOS, a ank-CON, f AEG /h/, f con-aeg /nsu/, a PRU-ber, a SIL s austrian a trl-mun. Ows: mos, sev, war, rum, ank, con (6). No change.

1983 X SUPPLY CENTER CHART

| | 1901 | 1902 | 1903 | 1904 | 1905 | 1906 | 1907 | 1908 |
|------------------------------|------|------|------|------|------|------|------|------|
| AUSTRIA (Edl Birsan) | 5 | 6 | 6 | 9 | 10 | 10 | 10 | 10 |
| ENGLAND (Don Ditter) | 5 | 7 | 7 | 8 | 8 | 7 | 5 | 0 |
| FRANCE (Lee Kendter, Sr.) | 5 | 6 | 7 | 8 | 9 | 11 | 13 | 18 |
| GERMANY (Paul Rauterberg) | 4 | 3 | 2 | 1 | 0 | 0 | 0 | 0 |
| ITALY (Larry Peery/K. Byrne) | 5 | 4 | 4 | 2 | 0 | 0 | 0 | 0 |
| RUSSIA (Konrad Baumeister) | 5 | 5 | 5 | 4 | 5 | 4 | 6 | 6 |
| TURKEY (Mark Berch) | 5 | 3 | 3 | 2 | 2 | 2 | 0 | 0 |

1907 COMMENTARY

That's the trouble with coming up with plans "A," "B," "C," and "D;" some joker comes along and tears them all up and comes up with plan "K," which may be freely translated as "Kendter wins."

How does it work? Simple, England and France hold 18 centers between them. If England gives all his centers to France (without losing any to Austria/Russia) France wins. The mechanics require England's cooperation; it would not be too difficult to cause, say, Munich to fall to Austria/Russia permanently, thereby destroying France's chance of victory.

What remains then are peripheral activities and speculations about motivation. The principal peripheral activity is the relegation of Turkey Berch (or was it Berch Turkey?) to the ultimate Syrian periphery (gee, how poetic!). The idea is very appealing, particularly with Berch squealing like a stuck, er...turkey all the while. I can recall a face-to-face game with Lee Kendter at a DIPCON some years back when he got into a bad position and then explained about his record about never being eliminated in face-to-face play. Wrong move. The temptation for those of us of ignoble spirit was nearly overwhelming. Edi Birsan is nothing if not ignoble of spirit.

Now as to the main event: what did Ditter know and when did he know it (or agree to it). My guess is something like this:

1) With Italy's demise, England/France effectively secure enough centers to stop a Birsan win.

2) England/France propose a three way draw to Edi; Edi refuses, saying that if he can't win, he sees no reason to betray loyal Konrad Baumeister.

3) Kendter proposes a French win as retribution for Edi's intransigence (positioning himself to make this convenient if agreed, and inconvenient to accomplish the alternative English win).

4) Ditter agrees and the French annexation proceeds.

This explanation derives from the fact that Kendter and Ditter, so far as I know, will normally play for draws when appropriate. Edi Birsan usually does not; nor do most New York players for some reason (I have seen endless

games in Graustark thrown to the leading player rather than settle for the unpalatable draws). In a similar situation in a previous DW game, Edi persuaded another player to throw him the game rather than settle for a draw (if Edi and the other player flipped a coin for it, I'll bet it was Edi's coin and it had two heads).

Anyway, the only remaining excitement is watching for mistakes, particularly English mistakes, since the interest level of non-survivors tends to run unusually low (the same goes for small participants in large draws). Seems unlikely, I'll climb out on a limb (again) and predict a concession to Kendter in 1908.

1908 COMMENTARY

Well, I was right about 1908 being the end, but no concession was necessary due to the efficient French/English moves. Congratulations Lee, you finally beat the odds —and Edi.

So where did Edi go wrong? Starting with Austria is a big negative, however Edi triumphed early by exploiting the relative weakness of his neighbors (Baumeister and Peery) to create an alliance to destroy his major nemesis (both tactically and diplomatically), Berch's Turkey. What do I mean by weaknesses? I think that Baumeister and Peery feel more comfortable following than leading. This inevitably gives an advantage to the alliance management (here, Birsan), which can assure that management does just a bit better than the working class.

So Turkey is on the ropes and Birsan has to make a choice. I would guess that he wished that the allies had reversed countries. Tactically, Austria should normally hit Russia in such situations. Italy is both less dangerous and more useful. But here, Peery as the major ally gives a big question mark in terms of reliability (note that he dropped shortly after being hit). Evidently, this was the dominant consideration for Birsan. But note —the lack of Italian fleets caused the permanent loss of Tunis to France, setting up the eventual French win.

The other factor is the natural time advantage of the west. With Austria so close, it is difficult for Italy to play the game as a "western" power. As an

eastern power, two eliminations must occur in the east vs. one in the west to reach the typically two ally midgame structure. In this case, it took just a little too long for Edi to sort out the east.

So getting back to the original question, where did Edi go wrong? It should be reiterated that it wasn't very wrong; barring the peculiar western machinations, the game should have ended in a four-way draw. But, in hindsight, he probably should have hit Russia rather than Italy. The idea is to take out Russia, move into Germany while France is distracted by Italy and then swing in on Italy for the win.

Of course, Larry could have proven less than dutiful or, worse yet, be replaced by someone even less dutiful, but all in all, the classic land mass absorption strategy tends to be Austria's best play for the win.

With new blood, perhaps the next game will be less dominated by old remembrance. We'll see.

TURKEY'S LAST WORDS.

1983X was the least interesting postal game I've ever been in. It's not that I did poorly—I've done poorly in other, more interesting games. But this one afforded me almost no decisions to make, no options to pursue.

Only hours after I had gotten the gamestart announcement, I heard from Edi Birsan (Austria). He urged that I move against Russia, Fleet Ankara-Black Sea, Army Smyrna-Armenia. OK, and you'll move to Galicia, I said. Well, no; he explained that he had concluded a deal demilitarizing Galicia, and wouldn't even discuss breaking that. In desperation, I suggested Army Budapest-Romania—that was out of the question too. In short, I was to attack Russia all by myself. He tried to persuade me that Army Vienna-Budapest was actually anti-Russian; which I felt bordered on an insult to my intelligence, so I arranged a standoff in the Black Sea. In Fall 1901 he promised support for Army Bulgaria-Romania, but didn't provide it. Fortunately, I had talked Russia out of Rumania (which is no easy feat...), so I didn't need any support. In Spring 1902, Edi was at it again. He proposed to me a hair-raising scheme, whereby I would permit Fleet Sevastapol-Black Sea to succeed, and then slip in behind with Army Rumania-Sevastapol. I would then have to guard

the entire crescent of centers from Sevastapol to Ankara against assorted Russian pieces, but OK, it was worth considering. And would Edi try to kick Russia out of Galicia? No, not really, despite the fact that Russia's moving there in Spring 1901, and staying there in Fall 1901 was supposedly a treaty violation. For the entire game, Edi showed no interest whatsoever in a military alliance. At the time, I could not understand it. Much later, Konrad (Russia) told me that he had mentioned to Edi that I had never been eliminated from a postal game as an original player (which was true), and that Edi was, shall we say, set on having that changed. Later on, Edi referred to it in a press release, so I don't think Konrad was jiving me.

Italy (Larry Peery) was no help either. From the very start, he was fixated on stomping, of all countries, Russia. He was willing to trash Germany while he was at it, but only as a stepping stone toward Russia. He made it absolutely clear that he would not be part of any blitz of Austria, period. So with Italy vs. Austria out, and Italy vs. the world out because of Edi, there was really no way I could ally with Italy at all.

This left me with no choice at all, but to ally with Russia. Fortunately, Konrad is a very interesting person to ally with in a game, and anyone who allies with him is likely to be in for a treat—he really does like to schmooze about the game. He stabbed me in 1902, but I don't feel bad about that, because I really had little choice but to trust him. Konrad never reaped the benefit he hoped to from the stab, but that's another story.

From then on, it was strictly a defensive battle trying to stall off the attack, trying to turn Konrad around, and hoping that Edi would stab Russia rather than Italy. Unfortunately, neither of those last two came about, so all I could do is stretch things out and hope that a French breakthrough in the south might change the order of things. Of course, it turned out that France didn't need any breakthrough in the south, did he? But that's another story.

AN APOLOGY

To anyone whose material I messed up too badly. I got a new electronic typewriter and I'm still learning how to use it.

ITALY'S LAST WORDS

First, let me correct a mistaken impression you may have gotten from looking at the final supply center chart in this game. The winner of the game was not Lee Kendter, Sr. Regardless of what the stats say it wasn't. The real winner of the game was AT&T and the shareholders of AT&T. Why, you may ask? Well, I'll explain that in a moment.

I don't know why I was in this game, except that I thought it would be interesting to reprise a game that Edi and I played in years ago, the very first game that Rod ever gamestered in Erehwon, 1966 something-or-other. I also have this strange idea that hobby members should play the game from time to time, particularly those of us who usually concentrate on gamestering (Something some of us, such as Rod and myself, indulge in only under duress...), publishing, or running service projects. And so I found myself playing Italy. Well, it could have been worse, I suppose. As Mark mentioned I decided to do something different in this game since to me demonstration games played solely by the book tend to be rather dull. I decided to attack Russia to test in postal play my concept of what I call the Poltava Opening; which had been so successful at a prior PEERICON. The Poltava requires a western power to build a mass of armies and march them through the central powers in order to attack Russia. A strange idea, perhaps, but if it was good enough for Napoleon, why not Peery?

The winter 1900 season was about par for any game involving Edi. Edi, you see, works for a company that requires he travel extensively. One of the perks of his job is a company telephone credit card, an instrument he used with great skill in this game. During the first few game years of the game he called every player constantly, using the telephone to great advantage in his negotiations, tactical, and strategic planning, and generally playing havoc with the attempts of the other players to play a "normal postal game." Because of the advantage the phone gave him Edi was always the first to know the results of any major development in the game and always the last one to whisper in the ear of any other player before orders were mailed in. His reputation as a player brought about a massive attack on him in the game's opening stages; an attack I refused to join because I have an aversion to three way attacks in Diplo-

macy. I would have been better off in the long term had I listened to those who urged me to get Edi while we had the chance.

But no, I continued briefly on my chosen path and soon found the French and Austrians at my door. By then I was so disgusted with the way the game was being conducted that I was threatening to write the BNC and ask that the game be declared "irregular" because of the role the telephone had played in it. So when I NMR'd by accident the first time, I decided to repeat that gambit and thereby remove myself from a situation that I was finding increasingly distasteful. My only regret was leaving Kathy Byrne to take over such a poor position. But I figured if anybody could out talk Edi on the phone it would be Kathy.

And so that's how it ended for me.

I'm glad to see that Lee won the game and in way for me it was a Peeric victory since I had vowed, even as I left the game, that Birsan would not reap the benefits from his abuse of Ma Bell's bounty.

DEMO GAMES

The DW Demo Games are going on, although there are no results for them in this issue. They'll return next time along with reports on our International Demo Game, the first Honors Game, and the DW Support Game.

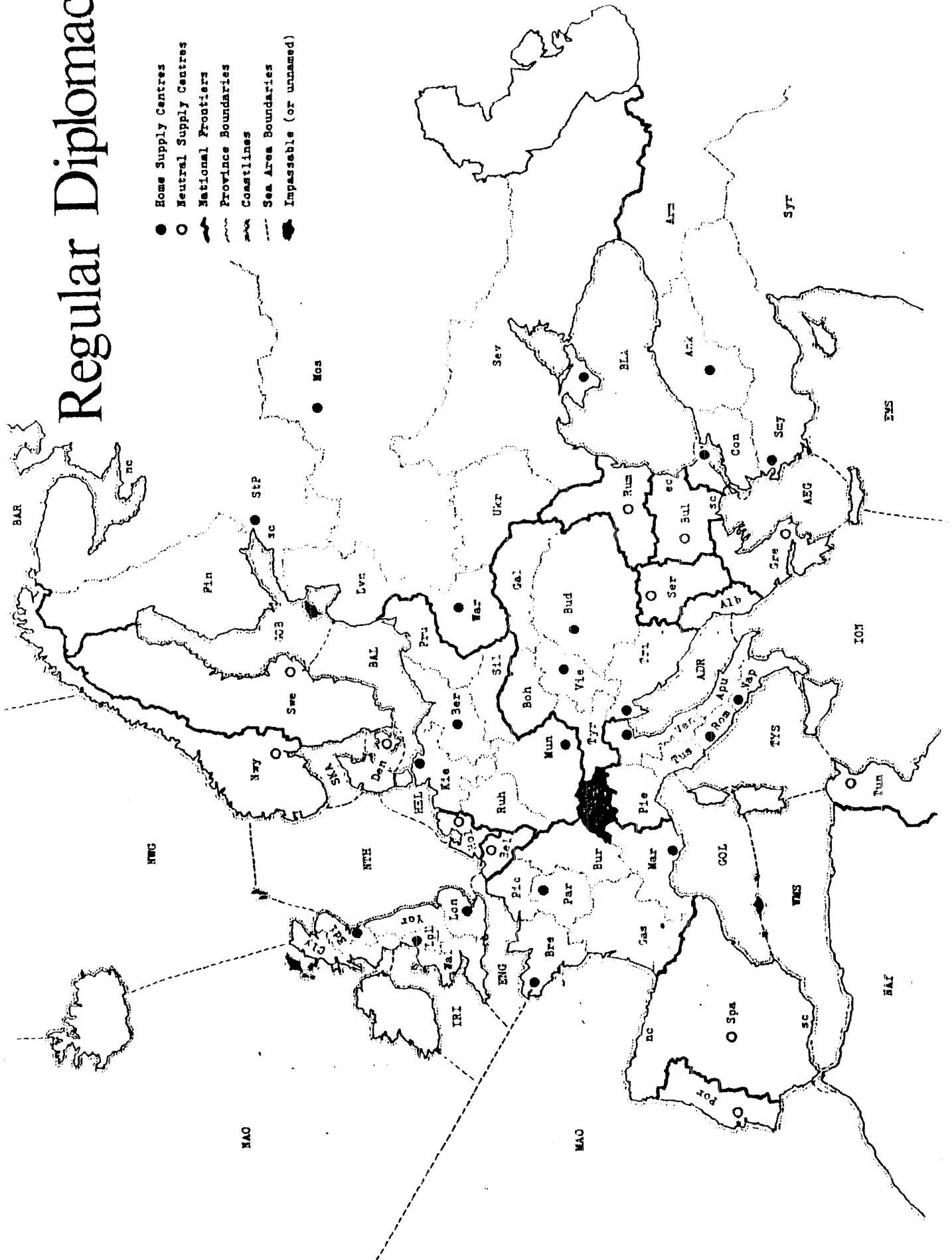
Lee Kendter, Sr., who is GMing one of our Demo Games, needs some stand-bys so if you are a good player (and Lee agrees with you) contact him: Lee Kendter, Sr. 4347 Benner St., Philadelphia, PA 19135.

LAST CALL FOR IW 46

The deadline for articles, news items, etc. for IW 46 is 1 April (April 7th for final copy.). We are especially after materials on midgame S&T and diplomacy (Send those to Mark Berch.). With all the Demo Games and S&T materials I already have on hand, it looks like another one of those issues. And if anyone has played Parker Bros. Power Barons or seen Domingo Linale's International Intrigue, I'd like some comments on those.

Regular Diplomacy

- Home Supply Centres
- Neutral Supply Centres
- National Frontiers
- Province Boundaries
- ~ Coastlines
- - - Sea Area Boundaries
- Impassable (or unnamed)



A SELECTION OF INTERNATIONAL DIPLOMACY & GAMING PUBLICATIONS

So, we've managed to arouse your curiosity about the international Diplomacy hobby. Good, but what do you do now?

Depending on what country you are in, and in what publications you are interested in (and from what country it comes), there are several options available to you, depending on how big a hurry you are in. If you are in North America, your first step should be to get a copy of The Zine Register from Simon Billenness, 630 Victory Blvd., #6F, Staten Island, NY 10301. The latest copy is US\$1.50 and four issues are US\$6.00 for subscribers (Simon also has a liberal trading policy for hobby publishers). Besides extensive listings & reviews of most North American hobby publications, the ZR also includes extensive notes on most major overseas publications, along with the mundane information on availability, games offered, costs and fees, etc. This publication will tell you what's available in the way of overseas Dippy publications.

The ZR concept originated in the UK (In fact, Simon published the UK equivalent to the ZR before he came to the USA.) and there has usually been one published over there covering the UK and continental publications. Unfortunately, there doesn't seem to be a reliable source for such a publication available at the moment. As soon as one does become available, we'll let you know.

But what can you do if you want to see some overseas publications, but don't know which ones? Again, you have two choices. If you are in North America (or want to see some North American publications) you can contact Simon (at the address above) and send him US\$2.50 for a large sampling of various North American publications. If you are writing from overseas send him US\$5.00 to cover the additional mailing costs. This will give you a chance to see a wide variety of North American Diplomacy zines for a minimal cost.

If you'd like to see a sampling of UK Diplomacy (and other game related) publications the British also have their own Zine Bank. Send US\$5.00 to George North, 24 Wigton Rd., Romford, Essex, RM3 9ND, UK and he'll send you a selection of the UK's literature.

For publications from continental Europe and Australia you'll have to write the publishers directly for sample copies of their publications. A US\$1 or US\$2 bill (if you want it sent air mail) should get you at least one copy of a given publication. In most cases you'll get the latest (or next available) issue, details on game openings, and a friendly note. When writing an overseas publisher be sure to ask about other publications he may know of and recommend to you. Also tell him something about yourself, your interests, and what kinds of international contacts you are looking for.

Anyone doing business with Diplomacy publications in North America or the UK should take advantage of the International Subscription Exchange. Here's how Simon Billenness describes it: "If you are an American and you want to sub to the British zine War and Peace, then you simply send Steve Knight a check for, say US\$5.00. Make sure you tell him which zine the money is for and whether you would like to receive the zine by air or sea mail (Air mail is faster ((3-10 days)), but more expensive. Sea mail is cheaper but letters take a month.) Steve will then inform Doug Rowling of your request and Doug will send the editor concerned (in this example Derek Caws) the equivalent sum in pounds sterling. The service is fairly quick and it certainly saves you the ridiculous fees banks charge for sending money abroad. If you're British, then you send your money to Doug Rowling. If you are Canadian, you should contact Bruce McIntyre. USA: Steve Knight, 2732 Grand Ave. S., #302, Minneapolis, MN 55408; UK: Doug Rowling, 228 Kinnell Ave., Cardonald, Glasgow, G52 3RU, UK; Canada: Bruce McIntyre, 6191 Winch St., Burnaby, B.C. V5B 2L4, Canada. This should solve any problems you have in transferring funds between the USA, Canada, and the UK.

For continental Europe and Oceania you have two viable options; sending cash (for small amounts, use first class mail; for larger amounts use registered mail), since most overseas publishers will accept US\$; or you can use International Reply Coupons, which are available from your local post office. IRCs in the USA cost 80¢ each. Each coupon

This list is current to 1 January, 1987.

* indicates a participant in the World Diplomacy issue project of DIPLOMACY WORLD.

A "D" at the end of the address indicates an exclusively Diplomacy related publication, a "V" indicates the publication carries other games exclusively. A "D&V" indicates the publication carries both Diplomacy and non-Diplomacy games.

NORTH AMERICA

CANADA

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Fol Si fie

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Quinipique (in French)

Claude Gautron , 150 rue Masson, Winnipeg, Manitoba R2H 0H2, Canada, D&V

Sleepless Knights

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UNITED STATES OF AMERICA

Zine Register

Simon Billenness*, 630 Victory Blvd., #6F, Staten Island, NY 10301, U.S.A.

Zine Bank

Simon Billenness, address above.

EUROPE

BELGIUM

Mach die Spuhl! (in French)

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FRANCE

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Jean Pierre Maulion, 97 rue Vaillant, F/49800 Trelaze, France, D

GERMANY, FEDERAL REPUBLIC OF

Oath on the Colors

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Sauris Allstar Unlimited/Genesis

Christoph Schunk/Thomas Franke*

Hirschberger Str. 58 (Zi 40118) 53, Bonn, FRG, D&V

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Je Maintiendrai

Hauke Jansen, Beresteinlaan 385, 2542 JK, The Hague, The Netherlands, D&V

Oxymoron

Jaap Jacobs*, Kaiserstraat 10-B, 2311 GR, Leiden, The Netherlands, D&V

Tramstaaf

Dennis Kooper, Karel Doormanlaan 9, 2252 BE, Voorschoten, The Netherlands, D&V

NORWAY

Bohemian Rhapsody (in English)

Malc Smith*, Odvar Solbergvei 206, 0973, Oslo 9, Norway, D&V

SWITZERLAND

Plie en Deux

Pierre Antoni, 15 rue Leon Guerchet, CH-1217, Meyrin, Switzerland, D&V

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C'es Magnifique

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Diversions/Monochrome

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Five Year Plan

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Gazfinc

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Home of the Brave

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Hopscotch

Alan Parr*, 6 Longfields Gardens, Tring., Herts., HP23 4DN, UK, V

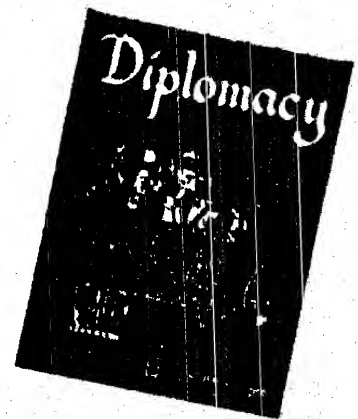
Junk Mail and/or Masters of the PrimeBryan Betts*, 71B Eleanor Rd., Hackney, London, E8, UK, D&VMad Policy and/or The Numbers GameRichard Walkerdine, 13 Offley Rd., Hitchin, Herts., SG5 2A2, UK, D&VMorriganAlan Kennedy*, 3 Drumglass Ave., Bangor, Co Down, N. Ireland, BT20 3HA, D&VNMR!Brian Creese*, 256 Canbury Park Rd., Kingston upon Thames, Surrey, KT2 6LG, UK, D&VOdeJohn Marsden, Flat 1, Lynwood, The Roundel, St. Leonards on Sea, E. Sussex, TN37 7HE, UK, D&VPrisoners of WarWallace Nicoll* and Doug Rowling*, 228 Kinnell Ave., Cardonald, Glasgow, G52 3RU, Scotland. UK.Thing on the Mat and/or Mission From God (Inquire)Pete Doubleday, 302 Lordwood Rd., Harborne, Birmingham, B17 8AN, UK, D&VVeni, Vidi, ViciBrian Frew*, 40 Thorns Close, Astley Bridge, Bolton, Lancs., BL1 6PE, UK, D&VWar and PeaceDerek Caws*, Old Kitchen, Bere Farm House, North Boarhunt, nr Fareham, Hants, PO17 6JL, UK. D&VZine Bank (United Kingdom)George North, 24 Wigton Rd., Romford, Essex, RM3 9HDASIAAUSTRALIAGo BetweenRick Snell*, GPO Box 286C, Hobart 7001, Tasmania, Australia, D&VTau Ceti Phoenix:ApocryphaLarry Dunning*, Box 111, Midland, 6056, West Australia, Australia, D&V

may be exchanged at a Post Office in any country for a stamp or stamps representing the international postage on a single rate surface letter. Following are the number of IRCs required to prepay an air mail letter of the first weight unit FROM the area indicated TO the United States. Western European countries require 2; New Zealand requires 3; Australia requires 4. If you are going to subscribe to an overseas publication or join an overseas game, be sure to inquire as to how the publisher or GM wants to be paid.

It sounds complicated but, as long as you stay away from the banks, it's not. So, the rest is up to you. There's a whole world of Diplomacy waiting for you to explore it.

What the White House Needs Now . . .

. . . is a copy of **Diplomacy**,
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board game!



Today our foreign policy is in shambles. The worst it's ever been! Is there any parallel to the fact that our diplomatic expertise started going downhill when those cabinet members familiar with the **DIPLOMACY** game left their government posts???

Whatever your opinions of the Nixon administration have been, you must admit they had one sharp foreign policy . . . due, perhaps, to the fact that members of the Nixon cabinet were **DIPLOMACY** players.

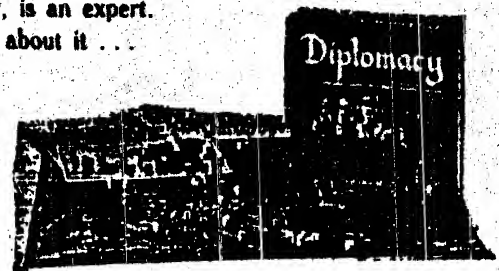
In *All the President's Men*, the award-winning novel exposing the Watergate mess, it was stated that cabinet members, including David Eisenhower, played **DIPLOMACY** to get their minds off of Watergate.

It was told to Gyles Brandeth, *Games & Puzzles Magazine* editor, that **DIPLOMACY** was Dr. Henry Kissinger's favorite board game. Dr. Kissinger was Secretary of State at the time.

Charles Grenville, *London Daily Mail*, wrote back in November 1962, "they play it in the White House. In fact, it's the rage in America. And at Cambridge, the Dean of Trinity College, John Gallagher, is an expert. In ecclesiastical circles, the Bishop of Woolwich knows all about it . . . IT? The game called **DIPLOMACY!**"

Angus McGill, *London Evening Standard*, claims that the Kennedy's were said to play **DIPLOMACY** at the White House.

Well . . . there ain't nobody playing it today at the White House . . . obviously.



YOU CAN HELP

It's not too late to salvage the situation. If every subscriber reading this would send one copy of **DIPLOMACY** to the White House, someone surely would get the message.

Better still—why not send one copy to your best friend! Who knows, the person you introduce to **DIPLOMACY** might end up as Secretary of State himself.



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